

Star Ocean

THE SECOND STORY™



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-James M. Ratkos

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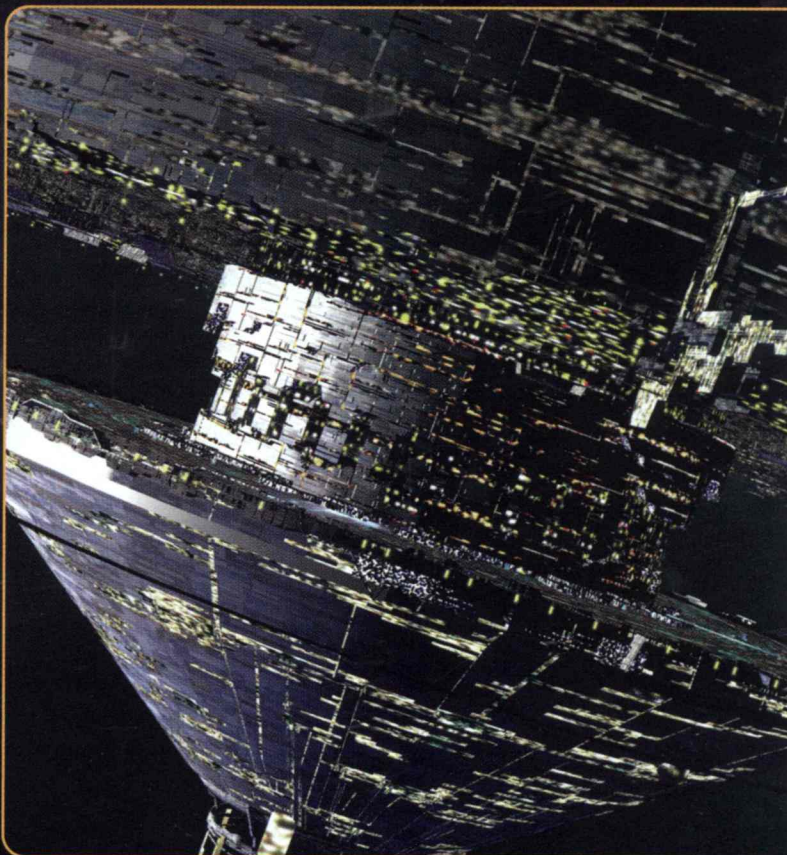
Introduction

In 1996, Enix published a game for the Super Famicom in Japan called *STAR OCEAN*. This game held the honor of being one of the largest SFC games (weighing in at 48 megabytes) and incorporated the best of what the world of role-playing games had to offer, plus a few new elements. What else would you expect from the company responsible for unleashing the *Dragon Quest* series on the world? (Dragon Quest is known to us in the U.S. as *Dragon Warrior*®.)

The original *STAR OCEAN* pioneered a lot of the same systems that *STAR OCEAN The Second Story*™ has today. It allowed you to learn skills and create items, participate in Private Actions, and fight in true Real Time battles. But most importantly, the original *STAR OCEAN* introduced a character named Ronixis Kenni, captain of the *Calnus*. Although Ronixis was not the main character, his connection with the Galactic Federation made him the perfect candidate to provide the bridge between the two games. After all, it seems only fair for Ronixis's son, Claude, to go on an adventure similar to his father's.

STAR OCEAN The Second Story™ builds on foundations laid by the SFC predecessor. As Claude or Rena, you can learn new skills and specialties, create rare and valuable items, strengthen your relationships with other characters through Private Actions, play minigames at a high-tech amusement park, and even visit a virtual world. The decisions you make during the 70 to 100 hours of game play even effect which of 87 endings you'll see before the credits roll.

This guide was designed as a reference to help you make your way through the game. The walkthroughs cover every major event in the game, but we hope that you'll use them only when you're dying to find out what happens next. Take your time and really enjoy the level of detail that Enix and tri-Ace have put into this RPG. We encourage you to use the maps and tables to help you explore the world of *STAR OCEAN The Second Story*™ to its fullest. We also hope that you'll love this game as much as we do.



Star Ocean
THE SECOND STORY™

Claude C. Kenni

RACE: HUMAN
 TYPE: FIGHTER
 GENDER: MALE
 AGE: 19 YEARS OLD
 BIRTH DATE: JANUARY 23
 HEIGHT: 175 CM
 WEIGHT: 68 KG
 FAVORITE FOOD: STEAK
 FAVORITE INSTRUMENT: SILVER TRUMPET

Starting Stats

LEVEL: 1
 HIT POINTS: 130
 MAGIC POINTS: 20
 STRENGTH: 10
 INTELLIGENCE: 0
 ATTACK: 10
 CONSTITUTION: 5
 LUCK: 132
 ARMOR CLASS: 5
 DEXTERITY: 10
 STAMINA: 15
 HIT RATIO: 10
 AGILITY: 10
 GUTS: 20
 AVOIDANCE: 10
 MAGIC: 0

Equipment

WEAPON CLASS: SWORD
 ARMOR CLASS: MAIL
 SHIELD CLASS: SHIELD
 HELM CLASS: HELM
 GREAVES CLASS: GREAVES AND BOOTS

The Cast Of Characters

Like all good role-playing games, *STAR OCEAN The Second Story™* is filled with interesting people to meet. Some of them will even agree to join your party and help you on your quest. Listed below is all the information you could ever want to help you intelligently choose which characters to add to your adventuring party. Read carefully because certain characters can be recruited only at the expense of others, and special requirements must be fulfilled before you can even know of some characters.

Claude is the son of Ronixis Kenni, captain of the *Calnus*. Ronixis was also a character in a previous *STAR OCEAN* game released in Japan. While on an Away Team trip investigating a strange signal on the planet Milocinia, Claude gets caught in a transporter beam and ends up on a distant planet called Expel. While trying to get home safely, he becomes engaged in the quest to save the planet.

Claude is a strong fighter who can equip both the most powerful weapons and the strongest equipment. As one of the main characters in this drama, he will have to be present in your party at all times, so make good use of him on the front line of battle.



How to Recruit

Along with Rena, Claude is one of the heroes of this game. Choose to begin the game as Claude or he will join Rena after the events in Salva Drift. You must include him in your party.

Killer Moves

Name	Level Learned
Phase Gun	-
Air Slash	3
Shooting Stars	7
Head Splitter	13
Energy Sword	20
Burst Knuckle	28
Ripper Blast	38
Twin Slash	45
Dragon Howl	53
Sword Bomber	62
Mirror Slice	70

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Rena	5	6
Celine	5	5
Ashton	5	4
Precis	5	5
Bowman	5	5
Dias	6	4
Leon	5	4
Opera	6	5
Ernest	5	5
Noel	5	5
Chisato	5	5



Rena Lanford's adventure begins during one of her numerous escapades into the Shingo Forest. Venturing deeper than on previous visits, she is attacked by a beast and is rescued by a stranger wielding a "Sword of Light." Believing him to be the legendary Warrior whose coming was foretold by the prophets, she leads him back to her village.

Rena is a strong magic user, with tremendous gifts in the healing arts. Although she is less formidable in battle than Claude is, she still makes a good fighter in the earlier parts of the game. As the game progresses and your party grows, you may want to move her to the rear line and put her healing powers to good use. After all, she is the only healer in the first half of the game and keeping her safe will help the rest of your battle party stay in good condition.

RENA LANFORD

RACE: **NEDIAN**
 TYPE: **MAGE**
 GENDER: **FEMALE**
 AGE: **17 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **MAY 13**
 HEIGHT: **161 CM**
 WEIGHT: **45 KG**
 FAVORITE FOOD: **SHORTCAKE**
 FAVORITE INSTRUMENT: **LYRE**

Starting Stats

LEVEL: **1**
 HIT POINTS: **100**
 MAGIC POINTS: **40**
 STRENGTH: **5**
 INTELLIGENCE: **0**
 ATTACK: **35**
 CONSTITUTION: **2**
 LUCK: **130**
 ARMOR CLASS: **5**
 DEXTERITY: **10**
 STAMINA: **10**
 HIT RATIO: **10**
 AGILITY: **8**
 GUTS: **30**
 AVOIDANCE: **8**
 MAGIC: **0**

Equipment

WEAPON CLASS: **KNUCKLE**
 ARMOR CLASS: **CLOTHES**
 SHIELD CLASS: **BRACELETS**
 HELMET CLASS: **HATS, CROWNS**
 GREAVES CLASS: **BOOTS AND SHOES**

Heraldry Spells

Spell Name	Level Learned
Heal	—
Antidote	3
Press	5
Deep Mist	8
Cure Light	10
Silence	12
Ray	14
Energy Net	18
Cure All	20
Delay	22
Dispel	25
Gravity Press	28
Light Cross	30
Protection	33
Tractor Beam	36
Haste	42
Growth	47
Fairy Heal	52
Anti	54
Raise Dead	60
Star Flare	63
Fairy Light	65
Angel Feather	72

How to Recruit

Along with Claude, Rena is one of the two heroes of the game. Choose to play as Rena or she will join Claude after the events at Salva Drift. You must accept her help.

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	6	5
Celine	5	5
Ashton	5	5
Precis	5	4
Bowman	5	5
Dias	7	6
Leon	5	5
Opera	5	5
Ernest	5	5
Noel	5	5
Chisato	5	5

Celine Jules

RACE: **EXPEL**
 TYPE: **MAGE**
 GENDER: **FEMALE**
 AGE: **23 YEARS OLD**
 (EARTH EQUIVALENT)
 BIRTH DATE: **SEPTEMBER 18**
 HEIGHT: **167 CM**
 WEIGHT: **50 KG**
 FAVORITE FOOD: **BABY RABBIT RISOTTO**
 FAVORITE INSTRUMENT: **VIOLIN**

Starting Stats

LEVEL: **8**
 HIT POINTS: **400**
 MAGIC POINTS: **100**
 STRENGTH: **15**
 INTELLIGENCE: **0**
 ATTACK: **31**
 CONSTITUTION: **8**
 LUCK: **154**
 ARMOR CLASS: **15**
 DEXTERITY: **12**
 STAMINA: **14**
 HIT RATIO: **12**
 AGILITY: **5**
 GUTS: **45**
 AVOIDANCE: **5**
 MAGIC: **5**

Equipment

WEAPON CLASS: **ROD**
 ARMOR CLASS: **CLOTHES**
 SHIELD CLASS: **BRACELETS**
 HELM CLASS: **HATS, CROWNS**
 GREAVES CLASS: **BOOTS**

CELINE FACT

Celine can't learn her final spell, Meteor Swarm, through the usual method of gaining a level. Instead, you must face the harrowing halls of the Cave of Trials to discover its power.

A practitioner of the Heraldic Arts, Celine is the child of respected mages in Mars Village. Her restlessness and need for adventure lead her to explore the caves and dungeons of Expel in search of danger and, more importantly, treasure. Her offensive magic skills will come in handy when she joins your party in its trek through Cross Cave.

Celine exhibits the same advantages and disadvantages that apply to most magic users. Because she can wear only Robes and other types of light armor, her defensive strength remains low, which means that she must stay in the back lines of battle. However, she is the first character in the game who can cast strong offensive spells that affect all enemies on the battlefield. This makes her invaluable in the early stages of the game, when multiple target attacks are few and far between.



How to Recruit

After talking to the King of Cross, you'll find Celine fighting over a treasure map she obtained in an auction. Following a display of magical pyrotechnics, she'll approach you to get you to join her in her latest treasure hunt. At the end of your trip to Cross Cave, you'll have the option of recruiting her permanently.

Heraldry Spells

Spell Name	Level Learned
Firebolt	—
Wind Blade	—
Thunderbolt	—
Ray	9
Energy Arrow	12
Forget	15
Starlight	17
Reflection	19
Mind Absorber	22
Neutral	27
Bless	28
Thunderstorm	31
Eruption	34
Curse	39
Lunar Light	43
Southern Cross	49
Thunder Cloud	55
Anti	59
Explode	66
Angel Feather	76
Meteor Swarm	—

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	5	5
Rena	5	5
Ashton	5	4
Precis	4	3
Bowman	5	5
Dias	4	3
Leon	5	4
Opera	5	5
Ernest	5	7
Noel	5	5
Chisato	5	5



Ashton is a "sword-for-hire" who has a knack for being in the wrong place at the wrong time! When you encounter Ashton in Salva Drift, a horrible accident befalls him, causing him to become fused with the two-headed dragon he's fighting. He joins the party to search for a way to rectify the situation.

In battle, Ashton is a strong fighter who uses twin short swords to slash the enemies to pieces. Although not as strong as Claude and Dias, he is still one of the best fighters in the game and a good candidate for recruitment. However, be careful to check out his talents when you add him to your party; he is not strong in many. If you're not pleased with what you see (there are times when he'll end up with no talents), reload your saved game and try again.

ASHTON FACT #1

If you have Ashton in your party, you will not have the opportunity to meet Opera later on in the game!

ASHTON FACT #2

Ashton's skill, Tri-Ace, cannot be obtained through normal methods. You'll have to search high and low to find the chest that contains it. (For more details on finding the chest, check out "Filia, Virtual Expel, and the Cave of Trials.")

How to Recruit

When you hear about the troublesome dragon plaguing Salva Drift for the first time, you naturally want to run and help out. Ashton's quest is a great opportunity to raise the level of your characters before heading over to Lacour and participating in the Tournament of Arms. However, participating in Ashton's quest will prevent you from ever recruiting Opera and her boyfriend Ernest. Weigh your choices carefully.

ASHTON ANCHORS

RACE: **EXPTEL**
TYPE: **FIGHTER**
GENDER: **MALE**
AGE: **20 YEARS OLD** (EARTH EQUIVALENT)
BIRTH DATE: **SEPTEMBER 28**
HEIGHT: **180 CM**
WEIGHT: **80 KG**
FAVORITE FOOD: **HAMBURGER**
FAVORITE INSTRUMENT: **PIANO**

Starting Stats

LEVEL: **17**
HIT POINTS: **1,000**
MAGIC POINTS: **120**
STRENGTH: **83**
INTELLIGENCE: **0**
ATTACK: **123**
CONSTITUTION: **32**
LUCK: **18**
ARMOR CLASS: **70**
DEXTERITY: **50**
STAMINA: **26**
HIT RATIO: **50**
AGILITY: **5**
GUTS: **32**
AVOIDANCE: **5**
MAGIC: **0**

Equipment

WEAPON CLASS: **SHORT SWORDS**
ARMOR CLASS: **MAIL**
SHIELD CLASS: **SHIELD**
HELMET CLASS: **HELM**
GREAVES CLASS: **GREAVES**

Killer Moves

Name	Level Learned
Twin Stab	—
Cross Slash	—
Dead Triangle	—
Northern Cross	18
Piercing Swords	22
Hurricane Slash	45
Leaf Slash	53
Dragon Breath	64
Sword Dance	70
Tri-Ace	—

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	4	4
Rena	5	4
Celine	4	4
Precis	5	7
Bowman	5	5
Dias	5	4
Leon	5	5
Opera	—	—
Ernest	—	—
Noel	5	5
Chisato	5	5

Precis F. Newman

RACE: **EXPEL**
 TYPE: **FIGHTER**
 GENDER: **FEMALE**
 AGE: **16 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **FEBRUARY 29**
 HEIGHT: **155 CM**
 WEIGHT: **43 KG**
 FAVORITE FOOD: **CHOCOLATE**
 CREPES
 FAVORITE INSTRUMENT:
HARMONICA

Starting Stats

LEVEL: **15**
 HIT POINTS: **950**
 MAGIC POINTS: **100**
 STRENGTH: **42**
 INTELLIGENCE: **0**
 ATTACK: **167**
 CONSTITUTION: **31**
 LUCK: **153**
 ARMOR CLASS: **71**
 DEXTERITY: **40**
 STAMINA: **26**
 HIT RATIO: **40**
 AGILITY: **5**
 GUTS: **32**
 AVOIDANCE: **65**
 MAGIC: **0**

Equipment

WEAPON CLASS: **PUNCH**
 ARMOR CLASS: **CLOTHES & MAIL**
 SHIELD CLASS: **SHIELDS**
BRACELETS & GAUNTLETS
 HELM CLASS: **HELM**
 GREAVES CLASS: **GREAVES**
SHOES AND BOOTS

You'll run into this extremely perky, hyper teenage inventor as soon as you step foot in the Town of Linga. Precis comes from a long line of inventors and is always seen tinkering with some piece of machinery. Her youthful zeal, a desire to make friends, and a more than slight crush on Claude compel her to join you in your quest.

Precis uses the large Punching Hand on her super-charged backpack to attack enemies. Her skill with it is quite high. Her Killer Moves are very powerful and fun to watch unfold, making her a perfect ally. However, choosing her means that you have to forgo having Bowman Jean in your party.



How to Recruit

You may run into Precis the first time you visit the Town of Linga, but after that she seems to disappear. If you want to add her to your party, you'll need to perform a Private Action. Meet her in front of Bowman's Pharmacy and you'll have your opportunity.

Killer Moves

Name	Level Learned
Rocket Punch	—
Hop Step	—
Mole	17
Ally-Oop!	25
Parabola Beam	38
Bang-Bang Attack	49
Bloody Mary	57
Mujin Super Beam	—
Holo-Holograph	—
Barrier	—

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	7	6
Rena	7	6
Celine	6	5
Ashton	5	5
Bowman	—	—
Dias	5	5
Leon	6	5
Opera	5	5
Ernest	5	5
Noel	6	5
Chisato	5	5

PRECIS FACT #1

If you choose to have Precis in your party, you cannot recruit Bowman.

PRECIS FACT #2

It should come as no surprise to you that Precis the inventor is also capable of creating her own Killer Moves. Make sure that you beef up her Machinery Skills, then watch her turn Material Kits into stunning and powerful weapon (and Killer Move) upgrades!



Opera is the daughter of a wealthy family on the highly advanced planet Tetrageses. When you first meet her in a tavern in Hilton, you learn that she crash-landed on Expel while looking for her boyfriend, an archaeologist named Ernest. Ernest is easily recognizable because of the third eye in the middle of his forehead—a characteristic of the race of Tetrageses. If you saw the three-eyed man running from Cross Castle in a Private Action, you can aid her in her search.

Opera is one of the first characters you'll recruit who can perform multiple-hit attacks. Her Killer Moves are highly desirable for that reason alone. However, her usual weapon attacks require time and space to complete, putting her at a disadvantage in hand-to-hand combat. But if you can keep her well supplied with Magic Points, you'll be pleased with the results!

How to Recruit

Opera and her boyfriend, Ernest, are the two "secret" characters in this game. They're secret because you have to perform many events in a certain sequence to avoid missing them. To find Opera, you must first see the Private Action in the Town of Cross, where a three-eyed man is running from the castle. Then you must forgo recruiting Ashton at Salva Drift. After the Tournament of Arms in Lacour, return to the tavern in Hilton, and an event introducing you to Opera will occur.

Follow Opera back to the Town of Cross and seek another audience with the king. He will grant you entrance to the Mountain Palace in the hills between the Town of Cross and the Port of Klik. There you will meet Opera once again, and this time she'll join your party in the hope that you'll help her find her lost friend.

OPERA FACT #1

If you recruit Ashton after the dragon incident in Salva Drift, you'll never get to see Opera!

OPERA FACT #2

Opera's skill with the specialty, Machinery, allows her to create modifications for her very large gun. Not only can she create new energy Paks for it, but she can also create new Killer Moves for herself!

Killer Moves

Name	Level Learned
Flame Launcher	—
Photon Prison	—
Δ on One	24
Spread Ray	34
Cold Wind	41
Gravity Shell	54
Lightning Blade	69
Laser Bit	—
Healing Star	—
Hyper Launcher	—

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	6	5
Rena	4	4
Celine	5	4
Ashton	—	—
Precis	5	4
Bowman	5	4
Dias	5	4
Leon	5	5
Ernest	7	8
Noel	5	4
Chisato	5	5

OPERA VECTRA

RACE: TETRAGESSES
 TYPE: FIGHTER
 GENDER: FEMALE
 AGE: 23 YEARS OLD (EARTH EQUIVALENT)
 BIRTH DATE: AUGUST 24
 HEIGHT: 160 CM
 WEIGHT: 50 KG
 FAVORITE FOOD: APPLE CIDER
 FAVORITE INSTRUMENT: PIANO

Starting Stats

LEVEL: 21
 HIT POINTS: 1,200
 MAGIC POINTS: 140
 STRENGTH: 60
 INTELLIGENCE: 0
 ATTACK: 190
 CONSTITUTION: 31
 LUCK: 142
 ARMOR CLASS: 62
 DEXTERITY: 52
 STAMINA: 21
 HIT RATIO: 52
 AGILITY: 30
 GUTS: 60
 AVOIDANCE: 30
 MAGIC: 0

Equipment

WEAPON CLASS: ENERGY PACKS
 ARMOR CLASS: CLOTHES & MAIL
 SHIELD CLASS: BRACELETS & GAUNTLETS
 HELMET CLASS: HELM
 GREAVES CLASS: GREAVES, SHOES AND BOOTS

Bowman Jean

RACE: **EXPEL**
 TYPE: **FIGHTER**
 GENDER: **MALE**
 AGE: **27 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **DECEMBER 30**
 HEIGHT: **175 CM**
 WEIGHT: **78 KG**
 FAVORITE FOOD: **DAIKON MISO SOUP**
 FAVORITE INSTRUMENT: **HARMONICA**

Starting Stats

LEVEL: **25**
 HIT POINTS: **1,500**
 MAGIC POINTS: **170**
 STRENGTH: **90**
 INTELLIGENCE: **0**
 ATTACK: **230**
 CONSTITUTION: **50**
 LUCK: **118**
 ARMOR CLASS: **85**
 DEXTERITY: **62**
 STAMINA: **35**
 HIT RATIO: **62**
 AGILITY: **5**
 GUTS: **36**
 AVOIDANCE: **5**
 MAGIC: **20**

Equipment

WEAPON CLASS: **KNUCKLES**
 ARMOR CLASS: **CLOTHES & MAIL**
 SHIELD CLASS: **SHIELD**
 HELM CLASS: **HELM**
 GREAVES CLASS: **GREAVES**
 SHOES AND BOOTS

BOWMAN FACT #1

Bowman will ask to join your party only if Precis is not among it's ranks. Apparently he's not a fan of hyperactive teenagers...

The mild-mannered pharmacist, Bowman may not seem a likely candidate for a long, arduous quest like yours, but appearances can be deceiving. Beneath his calm exterior is a warrior dying to get out! Bowman runs a small but well-respected pharmacy near the university in Linga. He also happens to be a good friend of Keith, the translator, so if you can get him to intervene on your behalf, you might be able to get your translation project done faster.

Bowman uses the same Knuckles as Rena, but you'll find that he has a greater variety of them. He's a skilled fighter on the front line, and his Killer Moves mix medical technology with good old martial arts. Unfortunately, his talents tend to get overshadowed by those of the already established members of your party.



How to Recruit

When you meet Bowman in Linga after the Tournament of Arms, he'll send you on an errand to the Sanctuary of Linga to fetch a certain rare herb for him. If you can complete the task to his satisfaction (thus proving that you are worthy of his help), he'll take you to meet his pal Keith. Later on, Bowman will reveal his desire to join your party on its quest to discover the secrets of the Sorcery Globe. If you've already recruited Precis, this part of the event will not occur.

Killer Moves

Name	Level Learned
Spirit Attack	—
Poison Pills	—
Pillory	—
Firebird Attack	—
Secret Medicine	28
Death Siege	35
Whirlwind Fist	43
Burst Fist	51
Explosion Pills	66
Sakura Attack	74

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	5	5
Rena	6	5
Celine	6	5
Ashton	5	5
Precis	—	—
Dias	5	5
Leon	5	5
Opera	6	5
Ernest	5	5
Noel	6	5
Chisato	6	5



Ernest is an archaeologist from the planet Tetragenes. He has come to Expel to research certain ruins. He's also the boyfriend of Opera Vectra, who is in hot pursuit. Once you find him, it's Opera who will encourage him to join your party.

Ernest attacks enemies using a super-charged whip, which gives him a longer range than the sword-bearing characters. Additionally, his Killer Moves are strong and a few can hit multiple times. However, as a fighter Ernest is something of a disappointment, especially after the lengths to which you must go to obtain him. Also, adding him to your party means you'll have to make a choice between the final three characters.

How to Recruit

First of all, you must have Opera in your party before you can go through the steps necessary to get Ernest into your party. After Opera joins, you must explore the entire Mountain Palace until you find signs of Ernest's past residence. Then return to Arlia Village and view the Private Action in which Opera shows you where her spaceship crash-landed (in Shingo Forest, naturally). Later in the game, when you complete the Hoffmann Ruins adventure, Opera will spot Ernest as your party exits the dungeons. Follow him; once you've rescued him from the monster that has possessed him, you will have the opportunity to recruit him.

ERNEST RAVIEDE

RACE: TETRAGENES

TYPE: FIGHTER

GENDER: MALE

AGE: 35 YEARS OLD (EARTH EQUIVALENT)

BIRTH DATE: AUGUST 31

HEIGHT: 190 CM

WEIGHT: 90 KG

FAVORITE FOOD: HASSAKU TEA

FAVORITE INSTRUMENT: CEMBALO

Starting Stats

LEVEL: 25

HIT POINTS: 1,600

MAGIC POINTS: 160

STRENGTH: 100

INTELLIGENCE: 0

ATTACK: 160

CONSTITUTION: 37

LUCK: 121

ARMOR CLASS: 70

DEXTERITY: 60

STAMINA: 23

HIT RATIO: 60

AGILITY: 50

GUTS: 45

AVOIDANCE: 50

MAGIC: 0

Equipment

WEAPON CLASS: WHIPS

ARMOR CLASS: MAIL

SHIELD CLASS: SHIELD

HELMET CLASS: HELM

GREAVES CLASS: GREAVES
AND BOOTS

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	6	5
Rena	5	5
Celine	5	6
Ashton	—	—
Precis	5	5
Bowman	5	5
Dias	5	5
Leon	5	5
Opera	5	7
Noel	6	5
Chisato	5	5

Killer Moves

Name	Level Learned
Dimension Whip	—
Spiral Whip	—
Arc Attack	32
Thousand Whips	41
Cloud Dust	49
Broken Heart	58
Thunder Whip	65
Sonic Whip	73

ERNEST FACT #1

You must have Opera in your party in order to recruit Ernest.

ERNEST FACT #2

Inviting Ernest to join your party means that you'll have to choose between the last three recruitable characters.

Leon D. S. Geeste

RACE: **FELLPOL**
 TYPE: **MAGE**
 GENDER: **MALE**
 AGE: **12 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **NOVEMBER 25**
 HEIGHT: **135 CM**
 WEIGHT: **36 KG**
 FAVORITE FOOD: **CARROT JUICE**
 FAVORITE INSTRUMENT: **VIOLIN**

Starting Stats

LEVEL: **30**
 HIT POINTS: **950**
 MAGIC POINTS: **1,600**
 STRENGTH: **300**
 INTELLIGENCE: **0**
 ATTACK: **220**
 CONSTITUTION: **30**
 LUCK: **120**
 ARMOR CLASS: **65**
 DEXTERITY: **35**
 STAMINA: **23**
 HIT RATIO: **35**
 AGILITY: **5**
 GUTS: **10**
 AVOIDANCE: **5**
 MAGIC: **15**

Equipment

WEAPON CLASS: **BOOKS**
 ARMOR CLASS: **CLOTHES**
 SHIELD CLASS: **SHIELDS AND GAUNTLETS**
 HELM CLASS: **HATS & CROWNS**
 GREAVES CLASS: **SHOES AND BOOTS**

How to Recruit

You can recruit Leon only if you are playing as Claude, and then only after you reach the continent of El. Certain traumatic events will happen that place him in your care.

Leon is a child prodigy who works with his parents in the laboratories in the basement of Lacour Castle, researching magical ways to defend Expel against the evils brought by the Sorcery Globe. You'll meet Leon once Keith has translated the Ancient Writings found in Cross Cave, and he'll join you on a trip to the Hoffmann Ruins to search for components for a secret weapon.

Leon is a gifted magic user and is very talented at Item Creation, making him very useful to your party. In battle, he complements Celine and should be used in battles in which the enemy is difficult to approach.



Heraldry Spells

Spell Name	Level Learned
Wounds	—
Shadow Bolt	—
Acid Rain	—
Deep Mist	—
Black Saber	—
Deep Freeze	—
Word of Death	—
Protection	32
Starlight	34
Delay	36
Shadow Flare	39
Haste	42
Growth	50
Noah	54
Gremlin Lair	60
Daemon's Gate	66
Dark Circle	78
Extinction	—

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	6	5
Rena	5	5
Celine	5	5
Ashton	5	4
Precis	6	5
Bowman	5	5
Dias	—	—
Opera	5	4
Ernest	4	4
Noel	6	5
Chisato	5	5



Dias Flac is the mysterious friend of Rena. In your journeys, you'll run into him several times. Each time you run into him, you'll discover how powerful a swordsman he is. Unfortunately, his preference is to travel alone and fight for his own causes.

On the battlefield, Dias is a formidable force to be reckoned with. Next to Claude, his devastating sword attacks make him the strongest fighter. Off the field, however, you'll find that Dias is little use in Item Creation or the other specialties.

Killer Moves

Name	Level Learned
Air Slash	—
Chaos Sword	—
Cross Wave	—
Crescent Wave	—
Gale Stab	40
Crescent Moon Flash	48
Hawk Scream Blast	56
Full Moon Slash	63
Illusion	70
Firebird Shock Wave	78

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	5	5
Rena	7	5
Celine	4	4
Ashton	4	4
Precis	4	4
Bowman	4	4
Leon	—	—
Opera	4	4
Ernest	4	4
Noel	4	4
Chisato	4	4

How to Recruit

Only those playing as Rena will be lucky enough to recruit Dias. He joins at the last possible second once you're battling at the Lacour Front Line. Don't miss this chance to add another powerful swordsman to your arsenal.

DIAS FLAC

RACE: **EXPEL**
 TYPE: **FIGHTER**
 GENDER: **MALE**
 AGE: **25 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **AUGUST 5**
 HEIGHT: **192 CM**
 WEIGHT: **82 KG**
 FAVORITE FOOD: **CHICKEN SKEWERS**
 FAVORITE INSTRUMENT: **CEMBALO**

Starting Stats

LEVEL: **35**
 HIT POINTS: **2,500**
 MAGIC POINTS: **250**
 STRENGTH: **175**
 INTELLIGENCE: **0**
 ATTACK: **335**
 CONSTITUTION: **70**
 LUCK: **96**
 ARMOR CLASS: **183**
 DEXTERITY: **120**
 STAMINA: **45**
 HIT RATIO: **140**
 AGILITY: **20**
 GUTS: **50**
 AVOIDANCE: **90**
 MAGIC: **0**

Equipment

WEAPON CLASS: **LONG SWORDS**
 ARMOR CLASS: **CLOTHES & MAIL**
 SHIELD CLASS: **SHIELDS, GAUNTLETS, AND RINGS**
 HELMET CLASS: **HELM**
 GREAVES CLASS: **GREAVES, SHOES AND BOOTS**

DIAS FACT

You can recruit Dias only if you're playing as Rena!

Noel Chandler

RACE: **NEDIAN**
 TYPE: **MAGE**
 GENDER: **MALE**
 AGE: **24 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **FEBRUARY 16**
 HEIGHT: **173 CM**
 WEIGHT: **74 KG**
 FAVORITE FOOD: **BIG TUNA**
 FAVORITE INSTRUMENT: **SHAMISEN**

Starting Stats

LEVEL: **40**
 HIT POINTS: **2,700**
 MAGIC POINTS: **340**
 STRENGTH: **61**
 INTELLIGENCE: **0**
 ATTACK: **461**
 CONSTITUTION: **55**
 LUCK: **87**
 ARMOR CLASS: **148**
 DEXTERITY: **50**
 STAMINA: **30**
 HIT RATIO: **50**
 AGILITY: **5**
 GUTS: **28**
 AVOIDANCE: **5**
 MAGIC: **130**

Equipment

WEAPON CLASS: **KNUCKLES**
 ARMOR CLASS: **MAIL**
 SHIELD CLASS: **SHIELD**
 HELM CLASS: **HELM**
 GREAVES CLASS: **GREAVES AND BOOTS**

How to Recruit

Noel is an easy character to add to your party. Merely save the Synard from its assailants and Noel will be impressed enough by your kindness to join your team.



When your attempt at getting an artificial Synard fails, you're sent to Noel's outpost by the Cavern of the Red Crystal to try to tame the last wild Synard. Noel, in his role of caretaker, joins you on this trek through the cavern.

Noel is the only character besides Rena who can cast Healing Spells, which can be very helpful when you're fighting powerful monsters or Bosses. In addition to having spell-casting abilities, Noel is a decent fighter with a higher Armor Class rating than the other Mages.

Heraldry Spells

Spell Name	Level Learned
Mind Absorber	—
Wind Blade	—
Heal	—
Grave	—
Tetanus Wind	—
Sonic Saber	—
Cure Light	—
Earth Grave	—
Energy Arrow	—
Magnum Tornado	—
Cure All	41
Silence	41
Neutral	45
Blood Sucker	49
Foehn	52
Fairy Heal	55
Dispel	60
Curse	66
Bless	72
Fairy Light	77
Earthquake	82

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	5	5
Rena	5	5
Celine	5	5
Ashton	5	5
Precis	5	5
Bowman	5	5
Dias	5	5
Leon	6	6
Opera	5	5
Ernest	6	5
Chisato	5	5

Chisato is an investigative reporter for the *Nede Chronicle*. When your group appears on Nede, she decides to follow you around and write about your exploits. However, her stealth techniques leave much to be desired and you'll spy her everywhere she lurks. This shortcoming of hers can be used to your advantage in the Cavern of the Red Crystal, where a certain event makes her drop her business card.

Chisato is a great addition to any battle team. She's quick and agile and her Killer Moves produce multiple hits against their targets. Although her Stun Gun attacks aren't as spectacular as you might hope (she rarely uses them, preferring physical attacks), her Killer Moves more than make up for them.



Killer Moves

Name	Level Learned
Twister	—
Burning Cards	—
Whirlwind	—
10,000 Volts	44
Flame Thrower	53
Rising Dragon	62
Tear Gas	68
Preparation	76

Beginning Relationship Values

Character	Friendship Values	Romantic Values
Claude	6	6
Rena	5	5
Celine	5	5
Ashton	6	5
Precis	6	5
Bowman	5	5
Dias	4	4
Leon	5	5
Opera	6	5
Ernest	6	5
Noel	5	5

CHISATO MADISON

RACE: **NEDIAN**
 TYPE: **FIGHTER**
 GENDER: **FEMALE**
 AGE: **22 YEARS OLD** (EARTH EQUIVALENT)
 BIRTH DATE: **OCTOBER 22**
 HEIGHT: **164 CM**
 WEIGHT: **52 KG**
 FAVORITE FOOD: **NONE**
 FAVORITE INSTRUMENT: **ORGAN**

Starting Stats

LEVEL: **40**
 HIT POINTS: **3,000**
 MAGIC POINTS: **310**
 STRENGTH: **164**
 INTELLIGENCE: **0**
 ATTACK: **364**
 CONSTITUTION: **60**
 LUCK: **119**
 ARMOR CLASS: **234**
 DEXTERITY: **150**
 STAMINA: **32**
 HIT RATIO: **210**
 AGILITY: **50**
 GUTS: **42**
 AVOIDANCE: **60**
 MAGIC: **80**

Equipment

WEAPON CLASS: **STUN GUN AND SHORT SWORDS**
 ARMOR CLASS: **CLOTHES & MAIL**
 SHIELD CLASS: **GAUNTLETS, AND BRACELETS**
 HELMET CLASS: **HELM**
 GREAVES CLASS: **GREAVES, SHOES AND BOOTS**

How to Recruit

Recruiting Chisato is trickier than you might think. The best way to ensure triggering the event in which she drops her business card is to explore the Cavern of the Red Crystal completely, gathering up all the treasure you can find—especially if it is out of the way! With her business card in hand, you can confront her in the Nede Chronicle offices and ask her to either cease and desist or help out.

Pre-Adventuring Tips and Tricks



When you start a new game, you'll see a series of screens allowing you to choose the audio mode, the vibration function (for a DUAL SHOCK™ analog controller or vibration-compatible controller), the character you wish to play as, and the combat mode. Of these screens, the most important are Hero Select and Battle Mode.

HERO SELECT SCREEN

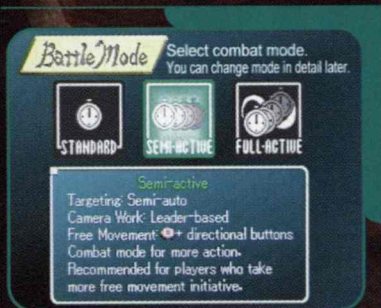
On the Hero Select screen, you choose to take on the role of one of two characters; Claude C. Kenni, an ensign traveling through the vast reaches of space on his father's ship, the *Calnus*, or Rena Lanford, a young girl from Arlia Village on the planet Expel.



BATTLE MODE SCREEN

On the Battle Mode screen, you are presented with three options: Standard, Semi-Active, and Full-Active. Your selection here determines the type of control you have over the lead character in a combat situation.

Sections of the game's story will play out differently depending on which role you assume and which characters you pick up along the way.



Standard Mode

In Standard mode, the camera roams freely to wherever the action is occurring. You control the camera by moving the D-pad or left thumb stick while holding down the **■** button. During combat, a pair of arrows will surround an enemy after you press the **X** button. If the enemy you wish to attack is not selected, use the D-pad or left thumb stick to target the chosen enemy and then confirm your choice by pressing the **X** button a second time.



In both Standard and Semi-Active modes, the default option allows you to manually target the enemy you wish to attack.

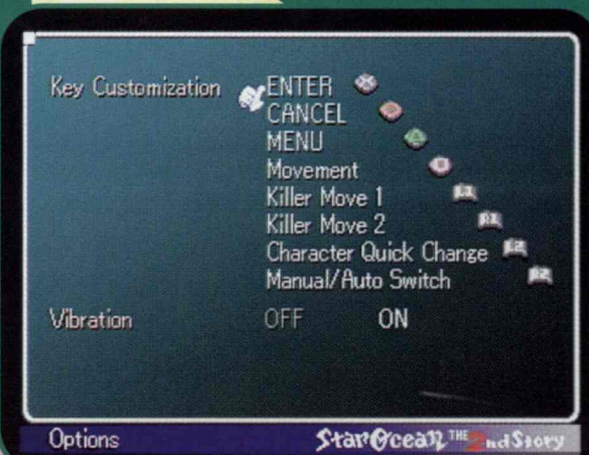
Semi-Active Mode

Like Standard mode, Semi-Active mode requires you to select the enemy that you wish to target. However, the camera action stays on the character that you're currently controlling.

Full-Active Mode

This mode allows full control over the lead character during combat. Within battles, the camera stays positioned over the lead character at all times. You control the character using the D-pad or left thumb stick. When you're attacking, the computer automatically targets the closest enemy.

In the Options screen of the Camp menu, you can change many settings, including those of the Targeting, Camera Work, and Combat Motion modes. These settings define the three Battle modes, as well as many other options.



OPENING THE BATTLE RANK OPTION



Choose "Voice Collection" from the main menu to access the Voice Collection screen.

As you progress through the game, voice samples spoken

by your characters and the enemies during the use of Spells and Killer Moves are collected and saved, along with your saved game's data, onto the memory card(s). You can play back these voice samples by accessing the Voice Collection screen from the Title screen. Select the appropriate sample using the D-pad or left thumb stick and then pressing the X button.

As you collect samples, more of the picture is revealed.



Once you've acquired 40 percent of the 1,278 available samples, a tone sounds and a message appears prompting you to return to the Title screen and start a new game. When you start a new game, a new Option screen (Battle Rank) appears after you select the Battle Mode option. This option allows you to select from three difficulty levels: Earth—the standard mode—or the two newly opened difficulty modes, Galaxy and Universe.

Battle Rank

Select combat rank.



Earth Level

This Battle Rank setting is recommended for players not used to real time combat or new to the game. When this setting is selected, your characters are evenly matched with enemies, in terms of strength.

If you thought the game was difficult on the Earth setting, try Galaxy or Universe!

You can collect the 40 percent that you need to unlock the Galaxy and Universe difficulty levels only by playing through the game more than once using both Rena and Claude as the main character. You will need to perform the actions required to acquire Opera and Ernest or Ashton, or Precis or Bowman to collect enough samples to open up the hidden option.

The game can read saved information from both memory card slots to determine the number of the individual samples that you have collected.

THE CAMP MENU

You can access the Camp menu by pressing the ▲ button. From this menu, you can perform a number of functions that are crucial to your survival.

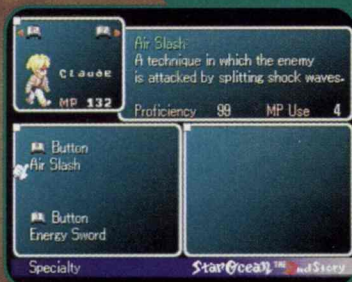
You cannot access the Camp menu when dialog is taking place or when you're in the middle of a battle.



From here, you can perform a multitude of functions, including setting Specialties; equipping items, armor,

and weapons; or using items that you have purchased.

Specialties



For a Fighter-type character, you can set the Killer Moves.

All available Spells are shown for Mage-type characters.



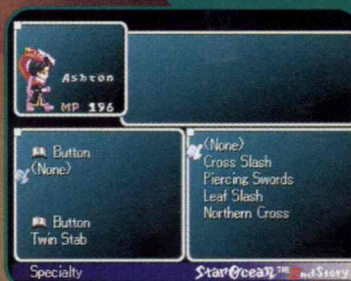
Within the Specialties area, you can set a character's Killer Moves, use a Spell, or toggle these on and off. The type of character, Fighter or Mage, will dictate which actions you can perform within this subscreen.

For Mage characters, you can either cast a Spell that can be used anywhere (indicated by the circle icon located left of the Spell name) or toggle the use of a Spell on and off by pressing the ■ button. By turning off certain Spells, you can prevent the computer-controlled characters from using them in combat.

Spells that can be used at any time are indicated with a circle, and those that can be invoked only during combat are indicated with an X.

For Fighter characters, you can assign Killer Moves to the [L1] and [R1] buttons under the Specialty Menu. Choose the Killer Move Setting option and then the button to be reassigned. A list will appear with all the Killer Moves the character knows. You can choose the Killer Move to assign from this list. Select "None" if you prefer not to assign a Killer Move to that button.

When a Killer Move has already been assigned to the [L1] or [R1] buttons, it will not display in the list when you attempt to set the other button. To assign it to the other button, you must first remove it from the button to which it is currently assigned.



As you scroll through the list of a character's Killer Moves or Spells, you'll see a description, the character's proficiency with the Killer Move or Spell, and Magic Point consumption

for using this ability displayed in the upper right portion of the screen.

As the proficiency rating increases for either a Spell or Killer Move, so does the effect of the move executed.

Items

From the Items subscreen, you can view all items the party currently possesses. Like Spells, certain items can be used while the party is combating a foe. Other items can be used only if they are equipped (designated by an "E") via the Equipment subscreen.

Pressing the ▲ button from within the Item subscreen brings up the Item menu. Details of the functions accessed through this menu are provided in "The Skill System."

At any given time, your party can possess a maximum of 20 of any one item.

Equipment

From the Equipment subscreen, you can equip the items that you've purchased from shops, gained through the spoils of combat, or taken from the chests found scattered throughout dungeons and buildings.

When you select an item, the stats displayed on the left side of the screen change to reflect the increase (green) or decrease (red) in protection that an item offers for each of the following categories: ATK, AC, HIT, AVD, and MAG.

Pressing the **▲** button while in the Equipment subscreen displays the Equipment menu. From this menu you can quickly equip a character with the most powerful items that you possess using the "Use Most Powerful Equipment" option. This is a one-time option that does exactly what its name implies.

The second option, "Equipment Wizard," auto-equips a character (when it's turned on) any time the party purchases or otherwise acquires new equipment (not accessories) that are more powerful than what they are currently using.

Although the "Equipment Wizard," for the most part, saves you a lot of time, it should also be noted that certain Specialty items that you've intentionally equipped can be overridden and unequipped by this auto-equip feature.

The "Equipment Wizard" in use.



While some items and weapons provide positive effects (such as increases in ATK, AC, HIT, AVD, and MAG), others are "cursed" and have negative effects, such as draining your HP or money!

Skills

Each time a character accumulates the appropriate number of experience points required to gain an experience level, he or she gains a number of Skill Points. You can take the accumulated skill points for each character and allocate them toward learning skills (from the skill sets purchased in the skill guilds). See "The Skill System" for a more detailed explanation of how learning skills affects Specialties and Super Specialties.

As shown in this screen, Precis needs only 52 more experience points to advance a level.

Specialty	HP	MP	EXP
Items	28	120	120
Equipment	29	120	120
Skills	28	120	120
Init Status	23	120	120
Options	23	120	120
Combat	23	120	120
Data	23	120	120
TIME	12	20	19872 BATTLES
POL	19872	BATTLES	198

Perseverance should be the first skill that a player has each character learn. The higher the level is for this skill, the lower the Skill Point cost will be for all the other skills. Achieving a level of 10 early on will reduce the costs of the other skills significantly.

Status

The Status subscreen allows you to view all the information on a particular character and the equipment the character is using. You can use the **L2** and **R2** buttons to cycle through all the characters currently in your party.



Pressing the **▲** button from the Status subscreen displays a list of the talents that a particular character possesses.

Options

From the two Options subscreens, you can change all the customizable features in the game. These include some of the options that were selected when you first started the game, such as the audio, vibration, and Battle Mode options.

These changes go into effect as soon as you select an option. Remember this if you swap buttons for "Enter" and "Cancel" actions!

Combat

Three subscreens appear in the Combat section of the Camp menu. You can select any one of them after selecting "Combat."

Strategy

Within combat, each computer-controlled character acts on its own, but you can dictate the character's priorities by selecting an option from the Strategy menu.

Rena Lanford is the only character who possesses the option "Recover friends only!"

Replacement

Although you can have up to eight characters in your party at a time, only the four on the left side of the screens are considered "active." The Replacement subscreen allows you to select which four characters you wish to send into battle when combat begins.

Formation

From the Formation subscreen, you can select from the 13 possible combat formations in the game. Within each formation, the positions of the characters change to allow for different battle styles.

Some formations offer better protection than others, like when you're facing enemies who attack from areas other than those directly in front of you.



Use the ▲ button to display the Choose Leader menu. The leader (displayed with the flag in the Formation screen) is the character that you will initially control whenever a battle takes place.

Data

Loading and saving the progress of your game are accomplished through the Load and Save menus in the Data subscreen. Although you can load a previously saved game from any point in the game, you can save only when exploring the countryside or at the Save Points scattered throughout towns, villages, and dungeons.

COMBAT

While traveling out in the open countryside or within dungeons, the party can be thrust into random combat situations at any time. Once this occurs, you take control of the leader character and the computer will control both the enemy attackers and the rest of your party.

You can change the character that you're controlling within a battle by pressing the ● button to display the selection arrows and then using the D-pad or left thumb stick to select another character. Once the arrows appear around the character that you wish to control, confirm your selection by pressing the × button.

In addition to switching the character you're controlling, you can perform six other actions when engaged in combat:

1. Normal attack
2. Attack using a Killer Move
3. Cast a Spell using Magic/Heraldry Magic
4. Use an item
5. Change battle tactics
6. Escape from the battle

Normal Attacks

Pressing the × button will cause your character to attack the nearest character or display the arrows showing the selected target (depending on how the Targeting option has been set in the Camp menu).

If the enemy that your character is running to attack is defeated, the character will stop dead in his or her tracks until you move the D-pad/left thumb stick to control the character again or press the X button to attack another enemy.

Using a Killer Move

Pressing the **L1** or **R1** buttons will initiate the Killer Move that you configured to that button for Fighter character. After the Killer Move is executed, a meter will appear next to that character indicating the length of time that must pass before you can perform another Killer Move. Once this meter disappears, you can execute another Killer Move.

Circle Commands

You execute the other four actions by pressing the **▲** button. This brings up a circle of four commands around the character. Using the D-pad or left analog stick, you can rotate this circle so that the action you wish to execute is displayed in the foreground with its description displayed.

Pressing the **▲** button to display the circle commands is one way you can pause the game once a battle has started. Another way is to press the **●** button to select a character.

Heraldry

This option, available only to Heraldry users, allows the player to invoke a Spell. A meter will be displayed next to the character after casting a spell and slowly decrease in length, indicating the time remaining before another Spell can be used.



Once this meter vanishes, Rena is free to cast another Spell.

Certain enemies are affected by different types of Spells. Use of the Spectacles item will display an enemy's HP, strengths, and weaknesses.

Item

Items can be used within combat to restore an ally's HP/MP, cure a status anomaly, such as paralysis, or perform an attack (certain items will prevent an enemy from casting Spells, etc.). As with Killer Moves and Heraldry Magic, time must pass before another item can be used. The timer for item usage is displayed as a blue bar in the upper right portion of the screen. Once it runs down and "OK" appears, you may use another item.

Tactics

This option allows you to change the battle tactics for the character that you are currently controlling. This is very useful when you want to conserve a character's remaining MP by turning off his or her ability to use Killer Moves or Spells.

Escape

Selecting this option causes your party to flee from the battle. Based on the character's speed rating, a period of time may pass before he or she is actually able to escape the battle. During this period, the enemy may be able to inflict additional damage.

Once you select the Escape option, control of all the characters is taken out of your hands until they have removed themselves from the fray.

Rewards for Victory

After all the enemy characters have been defeated, experience points and treasure are awarded. If the number of points awarded is enough for a character to gain another experience level, this will be displayed along with any abilities he or she has acquired.

Characters also have the ability to recoup spent HP and MP at the battle's end. The amount they recover is based on their stamina, so learning skills that increase a character's STM rating can be important.

PRIVATE ACTIONS



As you journey through the lands of Expel, you will run into other characters who may join your party under the appropriate circumstances. While traveling with them, you will forge relationships that grow and flourish as time passes. Certain events known as "Private Actions" will present themselves during which you can change the friendship and romantic levels of the associations with your fellow party members.



The message above a town, city, or village indicates when a Private Action is present.

When you start the game, each character has a set of relationship values (both friendship and romantic) that represent how they feel about each of the other characters in the game. These values can be altered both positively or negatively during the game through various actions (such as Pickpocketing, using the Reverse Side Super Specialty, etc.).

Your responses to the conversations that occur in some of the Private Actions have the greatest effect on the emotional levels between the characters involved. A Private Action occurs when you press the ■ button before entering a village or town. This causes your party to split up, leaving the characters to explore the town on their own. The objective of a Private Action varies depending on which Private Actions you've seen in the past, which characters are in your party, and your current place in the story line. For the most part, your task will be to talk to all your characters and see what happens. Sometimes you'll learn more about them through an event, and

at other times nothing will happen. A Private Action occurring between two characters can result in one of the following:

The player's friendship/romantic level toward the other is elevated.

The player's friendship/romantic level toward the other is lowered.

The player's friendship/romantic level stays the same.

Rena must make a choice.



In the walkthrough portion of this guide, you will find sidebars describing the special Private Actions that occur in each town. For each Private Action, there is a brief synopsis of the characters involved, a summary of the event that occurs, and hints for making the best changes in the friendship/romantic levels of the characters involved.

Outcomes

Building strong relations with the other characters affects the way the game is played out on many different levels. For instance, characters with strong friendship levels toward one another will protect and defend each other during battle, whereas a set of characters with low levels will find themselves fending for themselves.

These levels also determine which of the 87 possible endings you'll see when you finish the game. The results are tabulated and the endings chosen depending upon how the relationships between your characters have developed. It is possible to see as many as eight endings (depending on your party's size).

There is no concrete way within the game to keep constant tabs on how your characters feel about each other. Their actions in combat will give you a sense of their involvement, but until you reach Fun City, that's about all you'll have to go on. The Fortune Tellers in Fun City can give you a rundown on your romantic involvement with the members of the opposite sex in your party.

Prologue

STAR OCEAN The Second Story™ is told from two perspectives, that of Claude C. Kenni, an Ensign on his father's spaceship, the Calnus, and Rena Lanford, a young woman with mysterious powers and an even more mysterious past. As you proceed through the walkthrough, you'll notice that while the main focus of the story is the same, certain events differ depending on which character you've chosen as your own. This is especially apparent in the beginning of the game, as the two main characters meet and decide to form an alliance.

CLAUDE'S STORY



Milocinia

When Claude is sent on an "Away" Team mission to explore the strange emissions on the planet Milocinia, he's given the chance to prove that his promotion to Ensign was out of merit, not because his father is the captain of the ship. Unfortunately, his rashness leads to a life-altering accident.

To protect yourself in the unlikely event that something attacks you on this desolate planet, Ronixis hands you a Phase Gun which is automatically equipped to the **[L]** button on your controller. For the initial scenes of this game, this Phase Gun will serve as your major weapon, so heed your father's advice and use it!

The light reflecting off this lever should provide a clue to its importance.



When the party reaches a seemingly impassable wall, the crew splits up to look for a way into the peculiar dome. Move to the northwest and call everyone's attention to a flashing switch. After some discussion, the Science Officer triggers the switch and an entrance to the dome is revealed.

Once inside, you can explore to your heart's content. Make sure to visit the first Save Point and save your game. Then, head up to explore the machine at the back of the cave.



After being sucked into a strange device on Milocinia, Claude finds himself stranded in a lush forest.

Although your father will warn you to come back, you'll find that your rashness has already caused an unstoppable sequence of events, namely your teleportation to a strange planet. Welcome to the Shingo Forest on the planet Expel (see maps). Your inability to reach anyone via your communicator is a sign of how far you've actually traveled. However, before you can try to return home, there are a few things that you have to take care of.

That gorilla-like beast looks fierce but is no match against your Phase Gun!

Once Claude gets his bearings, he sees a young girl being menaced by a large gorilla-like beast. Run over there and rescue her using your Phase Gun attack. There is a short delay between the time when you enter this Killer Move and when it's actually executed, so be careful not to move in too close. Also, don't try any physical attacks, because you don't have any. Just use your Phase Gun. When the battle is over, you'll find yourself face to face with a person who will have a large role in the adventure ahead. Approach her carefully and introduce yourself.



RENA'S STORY

The Shingo Forest.

Ignoring your mother's pleas, you venture into the Shingo Forest anyway, in search of the solace that the forest has to offer.

Take the time to explore the homes in Arlia Village and acquire the items hidden within the chests before making your way into the forest.

Follow the instructions and save often!



These swirling columns allow you to save the progress of your game when you're in a town or dungeon. When you're exploring the lands between the towns, you can save as much as you like.

The soothing colors and gentle breeze draw Rena deeper into Shingo Forest.



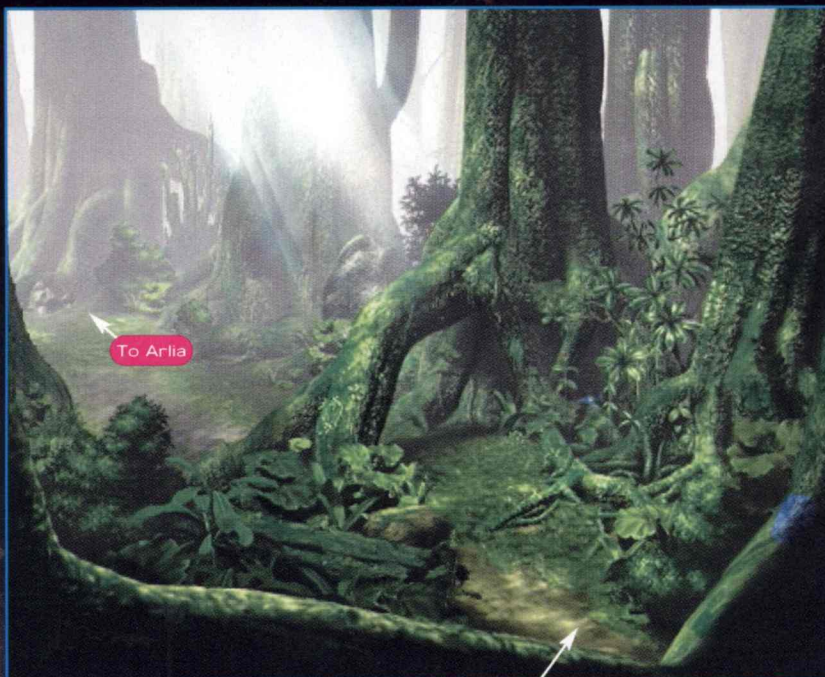
The tranquility of the forest beckons you and you decide to venture farther into its depths.



Rena is oblivious to her impending doom, but a stranger shouts out a warning.

Wandering deep into a glade, you are unaware of the dangerous beast sneaking up behind you. A voice calls out a warning, and a stranger rushes in to battle the beast before it can attack.

Fleeing from this strange-looking man, you regain your senses and decide to wait for him. After thanking him for saving your life, you escort him back to the village and offer proper thanks.



Arlia Village

This small, rural village is an unlikely place to start a quest, but its proximity to Shingo Forest puts it right in the line of supernatural happenings. Talk to everyone you can and search everywhere for stray pieces of equipment.

This is such a peaceful looking village.



The treasures in Arlia are located outside, next to buildings, and inside houses. It may seem impolite to steal other people's belongings, but you'll need the equipment and medicines to complete your quest.



BUILDINGS IN ARLIA VILLAGE

1. Belding Church
2. Honeymooners' House
3. General Store (Hearn's of Arlia Village)
4. Carpenter's House
5. Mayor Regis's House
6. Rena's house

TREASURE

Leather Armor
200 FOL
Resurrection Bottle
Blackberry
Strawberry Jam
Blueberry
Rose Hips

CLAUDE'S WALKTHROUGH

After you follow Rena to Arlia Village, she'll leave you alone for a while as she runs home to check in with her mom. Take this time to explore the town. Talk to its inhabitants and search the buildings for treasure, then meet up with Rena at her house.

Entering Rena's house unannounced disrupts an intense conversation between Rena and her mother, Westa. To cover up the awkward silences, Rena joins you on a tour of the town. You must visit all of the town's buildings before you can return to Rena's house for an impromptu banquet. The tour also gives you your first opportunity to shop at the General Store.

If you try to return to Rena's too soon, this is what you'll get.

After a large meal, wait upstairs until Westa comes to get you. She reveals an important secret. Follow Westa downstairs and you're introduced to Regis, Arlia's Mayor, who tells you about a legendary Warrior and his "Sword of Light." Pay special attention to the report of the "Sorcery Globe" and the disasters that have befallen the planet since its arrival. Even if you turn out not to be the fabled Warrior, the Sorcery Globe may still hold the way home.

The Sorcery Globe is a strange asteroid that touched down on the continent of El.

Stay at the Mayor's house overnight. In the morning, he recommends that you visit the mining community in the Town of Salva, directly north of Arlia Village, to see whether anyone there can help you. To aid you in your quest and keep you from looking suspicious, he gives you a Long Sword to use in place of your Phase Gun.

In the morning, you'll find a saddened Rena in Shingo Forest.

Head north to the Town of Salva.



Before venturing out of Arlia Village, make sure that you're well equipped. You can find armor in a treasure chest outside of the General Store, and Claude will be given a Long Sword by Regis. In addition to armor, be sure to stock up on Blueberries (for Claude) and Blackberries (for Rena) before venturing into the wild. Because your first quest will be a solo one, you'll need to provide yourself with a method of recovery.

Claude & Rena: Private Actions

LOCATION: Balcony of Mayor Regis's house

PARTICIPANT: Opera

REQUIREMENTS: Opera must be in your party before going to the Hoffmann Ruins.

DESCRIPTION: Opera looks out from the balcony toward Shingo Forest, where she crashed her spaceship. Visit Shingo Forest afterward and she'll spot the wreck. This PA is a must-see if you want to recruit Ernest later on.

LOCATION: Honeymooners' house

PARTICIPANT: Bowman

REQUIREMENTS: Bowman must be in your party.

DESCRIPTION: Returning to the house of the two newlyweds, you discover Bowman. Asking him what his purpose is reveals some good news and makes the two like each other more.

RENA'S WALKTHROUGH

Returning to Arlia Village, you give the stranger a tour of the sites there, introducing him to the various people going about their daily routines. While you return home to tell your mother of the events that have just transpired, the stranger explores the rest of the village.

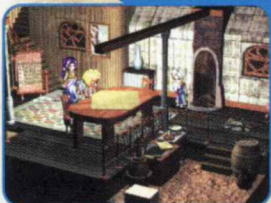
After finishing the conversation with your mother, you leave to retrieve the legendary Warrior. Racing through the village, however, you find that he's nowhere to be found.



Chatting with each of your neighbors leads you to the wandering stranger, who you find walking around near the bridge on the west side of the village.

Lead the stranger back to your house, where a surprise awaits you in the form of a meal large enough to

feed the entire village and then some! After the feast, while Claude is resting upstairs, you race over to the Mayor's house to fetch him. When you return with the Mayor, Regis, in tow, you find that a flustered Westa has already revealed the story about the Warrior to Claude. A long discussion follows in which the Mayor describes the Warrior and the Sorcery Globe, and questions Claude's motives and honesty. Afterward, the Mayor offers to put Claude up for the night and leaves.



A long discussion ensues.

When you wake up the next morning, you return to the sanctity of Shingo Forest to reflect on the day you found out the truth about your heritage. Your reverie is interrupted by Claude.

As you return from Shingo Forest, Alen, your childhood friend, appears near the bridge leading back to the village. Acting strangely, Alen demands that you accompany him back to make the plans for your wedding ceremony. Before you can flee, his soldiers close in and surround you.



Marriage ceremony!?

Regis, Westa, and some of the other villagers try to block Alen from departing Arlia Village, but they are no match for the soldiers and can only look on as you are escorted out of the village.

Claude: Private Actions

LOCATION: Rena's house

PARTICIPANT: Rena

REQUIREMENTS: Happens after clearing Salva Drift, but before Celine joins the party in the Town of Cross, or after clearing the Heraldry Forest, but before the Lacour Tournament of Arms.

DESCRIPTION: Claude finds Rena in her room thinking about a past event. Asking her about that past event may bring about a romantic moment.

LOCATION: East Arlia

PARTICIPANTS: Rena and Precis

REQUIREMENTS: Precis must be in your party. Happens after the Lacour Tournament of Arms, but before you go to the Lacour Front Line.

DESCRIPTION: Claude runs into Rena and Precis arguing over Claude's romantic status. How you settle the argument affects your romantic feelings for the girl you choose (and the one you don't!).

Rena: Private Actions

LOCATION: West Arlia

PARTICIPANT: Claude

REQUIREMENTS: Happens after you leave Arlia, but before you arrive in the Town of Cross.

DESCRIPTION: Rena overhears Claude talking to himself about his homesickness.

LOCATION: West Arlia

PARTICIPANT: Claude

REQUIREMENTS: Happens after Celine is recruited, but before the Heraldry Forest event.

DESCRIPTION: Rena finds Claude playing with a dog; this starts a conversation about pets. If you decide that Rena once had pets, you and Claude will share a tender moment.

LOCATION: East Arlia

PARTICIPANT: Celine

REQUIREMENTS: Happens after Celine is recruited, before the destruction of the Port of Klik. You cannot have visited Mars Village.

DESCRIPTION: Celine compares Arlia Village with Mars Village, the village in which she was raised. The focus then turns to fiancés and boyfriends.

LOCATION: Mayor Regis's house

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party.

DESCRIPTION: Precis's comments about a painting lead to a theological discussion. Do gods have art galleries in their palaces?

LOCATION: General Store (Hearn's of Arlia Village)

PARTICIPANT: Opera

REQUIREMENTS: Occurs before clearing Linga Sanctuary and before visiting the Lacour Front Line.

DESCRIPTION: Opera and Rena look at the jewelry and other Accessories available. If Rena likes wearing jewelry, the door is open for a little girl talk.

SHOPPING GUIDE

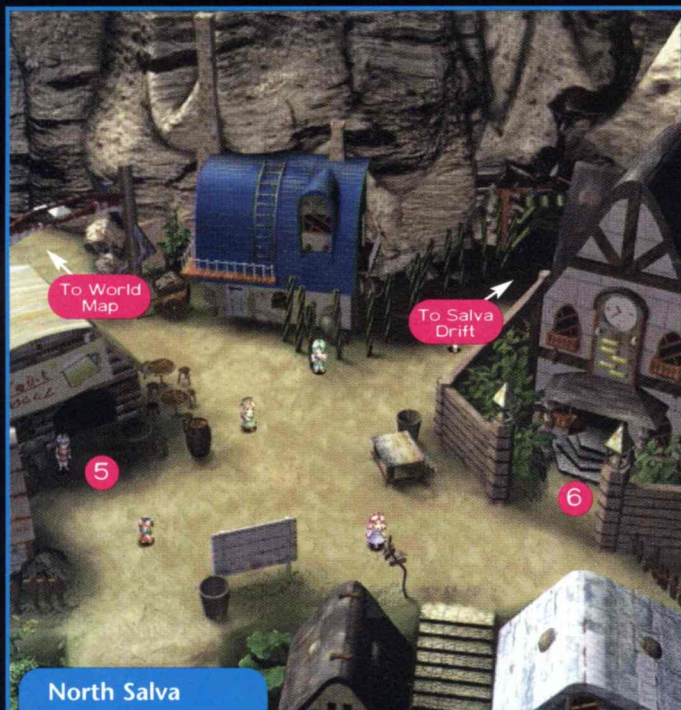
General Store
(Hearn's of Arlia Village)

Item	Price
Sandals	10 FOL
Rose Hips	230 FOL
Lavender	490 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Spectacles	8 FOL

The Town Of Salva

The Town of Salva is a small mining town that is located, not surprisingly, next to a mine called Salva Drift. When you enter as Claude for the first time, you find the town whispering about the closing of the mine and the strange behavior of the Mayor's son, Alen. It seems he found an odd stone in the mine and ever since then, things haven't been the same.

The Town of Salva is directly north of Arlia Village. Just follow the road.



North Salva

South Salva



BUILDINGS IN THE TOWN OF SALVA

1. Jam Shop (Dolphin Kick)
2. Jewelry Store (Fairy Tear)
3. Weapons Shop (Ferguson's)
4. Inn (The Hopping Penguin)
5. Tavern (Rough & Tumble)
6. Alen's Mansion

TREASURE

Heavy Ring
Portrait B

SHOPPING GUIDE

Jam Shop (Dolphin Kick)

Item	Price
Strawberry Jam	50 FOL
Raspberry Jam	60 FOL
Apple Jam	70 FOL

Inn (The Hopping Penguin)

10 FOL per person, per night

Weapons Shop (Ferguson's)

Item	Price
Long Sword	200 FOL
Both Shaver	850 FOL
Knuckles	110 FOL
Leather Helm	50 FOL
Leather Armor	300 FOL
Sandals	10 FOL
Leather Greaves	50 FOL

CLAUDE'S WALKTHROUGH

Claude's journey here is strikingly different from Rena's. When you first arrive, you'll want to explore the town and talk to everyone. The topic of discussion? It seems that Alen, the son of the town's Mayor, has been acting peculiarly ever since he found a strange rock in the mine, Salva Drift. Because of his connection to Rena, you feel that you should check it out. Unfortunately, Alen is not receiving visitors, so you're out of luck.

A dead end?



Return to Arlia Village, where a crowd greets you with bad news. Alen has kidnapped Rena and the town thinks that he's holding her captive in his mansion. It's up to you to go rescue her.

Before you enter the Town of Salva, try to get in a few random battles in the countryside. One or two will be sufficient to earn your first Killer Move, Air Slash. This move is important because you'll soon be without the help of your trusty Phase Gun.



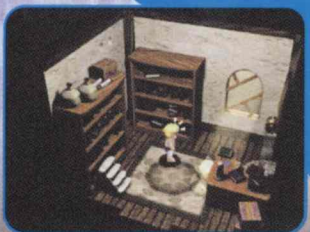
Air Slash sends a wave of energy toward a distant enemy.

Talk to the townspeople of Salva, who are up in arms about the kidnapping. In front of the crowd surrounding Alen's mansion, use the Phase Gun one last time to open the locked front doors.

Inside the mansion, no one seems to know where Rena is. She hasn't left the mansion, but she also hasn't been seen. The servant upstairs talks of a strange statue in Alen's study. Maybe that will give you a clue.

Rena's Hairpin on the floor of the study is another clue that should point you in the right direction. Once again, the flashing light reflected off an object in the room should lead you to investigate further.

The look of shock on Claude's face should push you to investigate that golden statue.



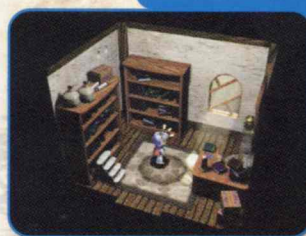
The staircase you uncover will lead you down into the heart of Salva Drift. Time to face your first dungeon!

RENA'S WALKTHROUGH

After being forcefully shoved into one of the chambers, Alen leaves you to roam within the confines of his mansion.

A servant in the west room gives you the clue you need to escape Alen's mansion and provides you with some information regarding Alen's current project. Talking with the rest of the servants in the manor will reveal that they, too, have noticed a significant change in Alen's behavior.

Only after you try to escape by the front door will the telltale glint of the statue's eyes within the study reveal the switch that opens a hidden passageway behind the nearby bookcase.



The glimmer in the statue's eyes catches Rena's attention.

Descending the stairway leads you into Salva Drift, where a weary and wounded Mr. Bossman lies. Kneeling next to the tired carpenter, you find out that he was commissioned to build an altar in the interior of Salva Drift, and that your only hope for escape is to flee into the Drift to reach the town on the other side.

Jewelry Store (Fairy Tear)

Item	Price
Necklace	1,200 FOL
Ruby Earring	6,000 FOL
Silver Barrette	1,300 FOL
Iron	200 FOL
Silver	200 FOL
Gold	300 FOL
Rose Hips	230 FOL
Aceras	660 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Spectacles	8 FOL

Claude: Private Actions

LOCATION: South Salva
PARTICIPANT: Rena
REQUIREMENTS: None
DESCRIPTION: Claude reminisces about his father and his life on the *Calnus*. Rena listens quietly.

LOCATION: South Salva, abandoned building next to the Weapons Shop.
PARTICIPANT: Little girl
REQUIREMENTS: Happens after staying at the Inn in the Town of Cross.
DESCRIPTION: A little girl appears and asks Claude whether he is the fabled "Warrior of Light." If Claude tells her that he doesn't know yet (the third option), the child will give him a Harmonica. Saying yes or no will change your party's opinion of you for better or worse, respectively.

LOCATION: The Fairy Tear Jewelry Shop
PARTICIPANT: Rena
REQUIREMENTS: Happens after staying at the inn in the Town of Cross.
DESCRIPTION: Claude finds Rena looking at jewelry in the Jewelry Shop. If he decides to purchase an item for her (which requires 200 FOL), you'll obtain the Leaf Pendant and Rena and Claude's affection for each other will rise.

LOCATION: Dolphin Kick Jam Shop
PARTICIPANT: Precis
REQUIREMENTS: Precis must be in your party.
DESCRIPTION: Precis buys Claude some jam. Can you guess which kind she got? This PA is linked to one in the Town of Linga.

LOCATION: North Salva
PARTICIPANT: Bowman
REQUIREMENTS: Bowman must be in your party.
DESCRIPTION: Claude comes across Bowman and a woman discussing the big disturbance that happened a while ago in the Town of Salva (the Alen-Tax affair). Do you want hear about it or not?

LOCATION: Entrance to Salva Drift mine
PARTICIPANT: Ashton
REQUIREMENTS: Occurs during a random event with Ashton in your party. It lasts from the end of Ashton's quest (event on Lasguss Mountain) until after you've cleared the Hoffmann Ruins.
DESCRIPTION: Ashton reminisces about the events that brought him into your party.

Rena: Private Actions

LOCATION: Dolphin Kick Jam Shop
PARTICIPANT: Precis
REQUIREMENTS: Precis must be in your party.
DESCRIPTION: Precis and Rena check out the new jams at the Jam Shop. Whichever flavor you choose to taste test, you and Precis will become better friends.

LOCATION: North Salva
PARTICIPANT: Claude
REQUIREMENTS: Occurs during the random event after you leave Arlia Village.
DESCRIPTION: Rena and Claude discuss what lies beyond the clouds. If you express the thought that there might be other worlds, you and Claude will share a moment.

LOCATION: Fairy Tear Jewelry Shop
PARTICIPANT: Ashton and Celine
REQUIREMENTS: Ashton and Celine must be in your party.
DESCRIPTION: Ashton and Celine are looking at gems. If you're interested, they'll buy you one: Aqua Ring, Emerald Ring, or First Earring. Regardless of which you choose, the bonds of friendship between the three of you will grow.

LOCATION: Fairy Tear Jewelry Shop
PARTICIPANT: Bowman
REQUIREMENTS: Bowman must be in your party.
DESCRIPTION: Bowman wants to buy a ring for his wife and needs your help. Regardless of your advice, the friendship between the two of you will grow. This opens up another PA in the Town of Linga.

Claude & Rena: Private Actions

LOCATION: South Salva
PARTICIPANT: Opera
REQUIREMENTS: Opera must be in your party.
DESCRIPTION: You run across Opera standing outside the Weapons Shop. She asks you whether you want to make a bet about the gender of the next customer to leave the store. Should you choose to take the bet, choose a man if you're Rena and a woman if you're Claude to increase your relationship with Opera.

LOCATION: Dolphin Kick Jam Shop
PARTICIPANT: Celine
REQUIREMENTS: Celine must be in your party.
DESCRIPTION: You find Celine waiting in an empty Jam Shop. If you choose to find the shopkeeper, look in the entrance to the Salva Drift mine. If you tell her to follow her dreams, you'll gain the esteem of your entire party, especially Celine.

Salva Drift



Claude and Rena have their own reasons for visiting Salva Drift.

MONSTER DATA

FUNNYTHIEF (3 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): N/A

Oh no! Not these guys again! Although they are a breeze to defeat, you have to watch out for ambushes by several at a time.



LIZARDAXE (60 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light

Big and burly, these soldiers rely on their strength to deliver blows with their swords.



KOBALD (65 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire, Thunder

Although they have speed on their side, these bear-like monsters are pretty easy to defeat with a blow or two.



VOPALBUNNY (120 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Wind

They look like overweight bunnies, dwarfing both Claude and Rena. Their constant hopping makes it difficult to strike them successfully. When you do get a hit, be prepared to follow up quickly with another before the Vopalbunny leaps back into the air.



This mine has two parts to it. The eastern side is the part you'll explore this time around. The western caverns are home to a dangerous dragon that you'll have the option of dealing with later on. Because this is the first dungeon of the game, you'll want to proceed slowly and surely, keeping an eye on your HP and MP. Save at the start of the dungeon! The only other Save Point is right next to the door leading to the Boss.

Although Claude and Rena have different reasons for being in Salva Drift, their experiences here will be similar. Claude rushes into the mine looking for Rena. A wounded workman tells him that Alen is holding her in a room in the back. For Rena, Salva Drift seems to be her only escape route. Unfortunately, looks can be deceiving. In this mine, all paths—regardless of who travels them—lead to an eerie chapel in the back where an encounter with the force behind Alen's strangeness resides.

Boss Data

ALEN-TAX

400 HP
0 MP
Strong Point(s): Darkness
Weak Point(s): Light



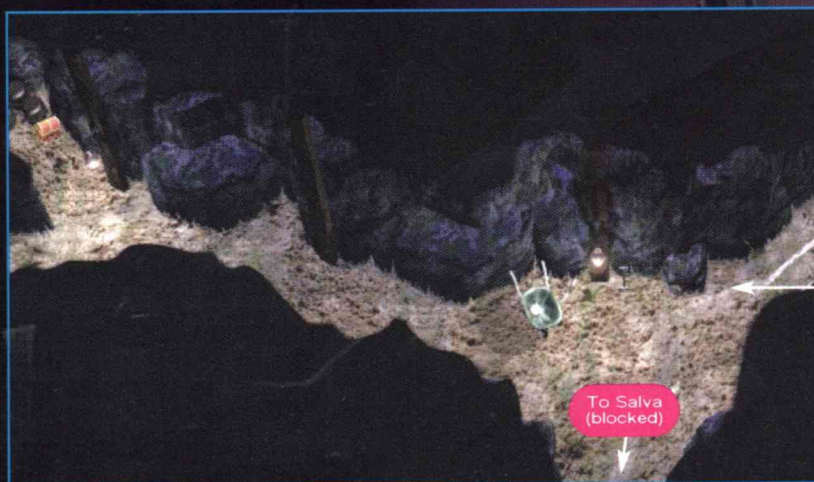
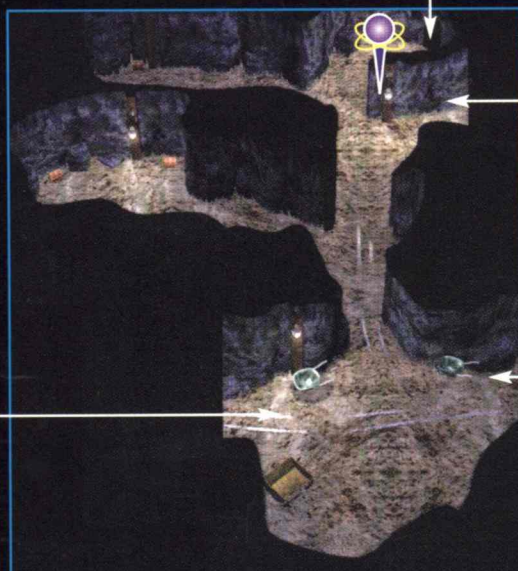
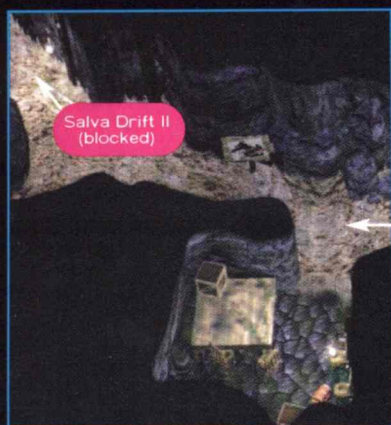
In the chapel built especially for Alen (now known as Alen-Tax) and Rena's strange wedding, Claude finds Rena tied to an altar. As she struggles to escape, Claude tries to release her before Alen-Tax can attack. When he does, the force of his blow sends them both flying to the floor. As they recover, the true nature of the beast inhabiting Alen's body reveals itself.

In the battle that ensues, you have the consolation of knowing that a second has entered the fray with you. Regardless of which character you started with, Claude and Rena will have to fight this demon as a team. The easiest configuration is to have Claude fighting on the front line, directly taking Alen-Tax on, while Rena casts healing spells and performs other support work. If you're playing as Claude, this is Rena's default role and she won't be swayed from her tasks—even to defend herself! If you're playing as Rena, you can opt to join the battle or hang out in the background.

Rena heals herself while Claude leads the attack.

Regardless of which tactic you choose, you must avoid getting hit by Alen-Tax too many times. Each of his punches packs a wallop, taking around 70 HP. Using Claude's Air Slash attack will help keep Alen-Tax at bay, as will continuous weapon attacks.





Return to Arlia

Defeating Alen-Tax exorcises the evil spirit possessing Alen. Rena uses her healing powers to help her old friend recover from his wounds. Needless to say, Alen remembers nothing beyond his discovery of the strange stone and apologizes for his misconduct.

Return to Arlia Village, where a tearful reunion leads to further discussion about the Sorcery Globe situation. Noticing the relationship between Alen's possession and the Sorcery Globe, Regis asks Claude to investigate the Sorcery Globe. Claude agrees to take the job and Rena volunteers to aid him in his quest, citing her healing powers and ability as a guide as reasons for her inclusion in the quest.

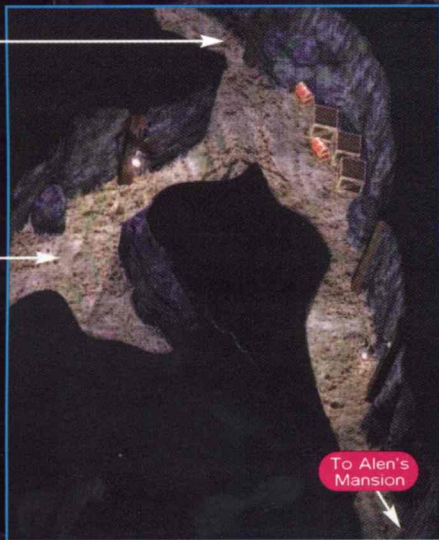
Regis reveals a little of the mystery surrounding Rena's past. Like Claude, she is also an alien on this planet, left abandoned as a child in Shingo Forest. Later on during the night, Rena confirms that her desire to accompany Claude on his quest stems from her need to learn something of her birth parents.

TREASURE

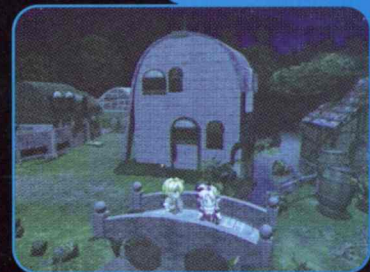
Rose Hips	Blackberry
Silver	Blueberry
Iron	Spectacles
Blueberry	Gold x 2



Regis asks Claude to investigate the Sorcery Globe.



Rena and Claude discuss their upcoming adventures.



A crowd turns out to wish the adventurers well.



Star Ocean

THE SECOND STORY™

Town of Cross



Claude: Private Actions

LOCATION: Cross Cathedral

PARTICIPANT: Rena

REQUIREMENTS: Occurs when Rena or Claude's Romantic Level for the other is below 9.

DESCRIPTION: Rena dreams about being married in a church like this. How you respond affects the way your relationship develops.

LOCATION: East part of the Town of Cross

PARTICIPANTS: Rena and Celine

REQUIREMENTS: Celine must be in your party. This is available before the destruction of the Port of Clík.

DESCRIPTION: Claude finds Rena and Celine in a heated discussion. Bad things will happen if Claude does anything other than leave.

LOCATION: West Cross

PARTICIPANTS: Ashton and Precis

REQUIREMENTS: Both Ashton and Precis must be in your party and you must have more than 100 FOL in your pockets.

DESCRIPTION: You have to make an ethical decision when Ashton buys a Music Box and the shopkeeper makes a big mistake in giving back change. Do you cheer Ashton on (bringing Ashton and Precis closer together and getting 19,900 FOL) or pull Precis away?

LOCATION: West Cross

PARTICIPANTS: Precis

REQUIREMENTS: Precis must be in your party and you need to have at least 2,000 FOL in your pockets.

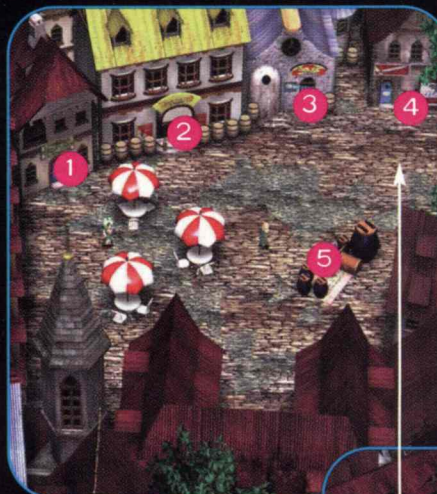
DESCRIPTION: Claude sees a shopkeeper trying to cheat Precis. If you don't intervene, Precis will buy a bottle of Aphrodisiac. If you do intervene, Claude and Precis will grow closer romantically and possibly end up with some worthless junk.

LOCATION: Central Cross

PARTICIPANTS: Bowman

REQUIREMENTS: Bowman must be in your party.

DESCRIPTION: Claude joins Bowman in girl watching.



BUILDINGS IN THE TOWN OF CROSS

1. Restaurant (Forum)
2. Bar (Mikado)
3. Skill Guild (Skillie)
4. Weapons Shop (Royal Hunt)
5. Tool Shop (Budabing Budaboom)
6. Inn (Kingdom Hotel)
7. Church (Cross Cathedral)

Unlike Arlia Village, the Town of Cross is teeming with activity. The west side of the town is filled with shops for purchasing weapons, equipment, and supplies. In the Town of Cross, you'll also find the first of many Guilds where you can purchase skill sets in order to learn new abilities as you gain experience.



Walkthrough

Making your way up the trodden path from the Town of Salva, you arrive at the Town of

Cross just as evening approaches. Thankfully, Rena suggests you stay the night in the inn that her aunt, Rachel, runs. After a rather uncomfortable conversation with Rachel, Rena and Claude rest for the night.



With all the shops and the castle closed up for the evening, you have no choice but to rest up at the inn.

After spending a restful (and free) night's stay at the inn, your first order of business should be to make your way through the town square up to Cross Castle.

This man has a lot of valuable information to offer, so be sure to talk to him every time you visit the Town of Cross.

Once you reach the castle, be sure to stop by the registration desk and sign your party up for an audience with the King. It will be a while before it's your turn, so feel free to explore the many rooms of the castle. You may uncover a treasure or two while roaming around!



PRIMA'S OFFICIAL STRATEGY GUIDE



You can find many useful items in the chests you find scattered about.

During your audience with the King, you will be able to ask a variety of questions to find out the current state of affairs concerning the Sorcery Globe and the neighboring continent of El. You may also notice a rather suspicious-looking character eavesdropping on your conversation who disappears just as your audience draws to a close.

Celine displays her prowess in Heraldry Magic.

Upon leaving the castle, you see two characters having a dispute in the town square. You may recognize one of them as the woman who spied on your audience with the King. After the conflict has played itself out, Celine Jules will present herself and ask you both to join her in her Cross Cave quest.



Within the Town of Cross is the first of many Skill Guilds you'll come across in the towns and villages of Expel. Purchasing all the skill sets a Guild has to offer will allow your characters to hone their current abilities and learn new ones.

Knowledge 1, Mineralogy, Herbal Medicine, Recipe,
Sensibility 1, Courage, Potency,
Technique 1, Whistling, Copying,
Sketching, Kitchen Knife.

Before venturing back out into the open, it's a good idea to visit one of the fine shops and stock up on supplies such as Blueberries and Blackberries to keep your party's HPs and MPs at their maximum.

TREASURE

Wooden Shield
Leather Helm
500 FOL

SHOPPING GUIDE

Inn (Kingdom Hotel)
30 FOL per night

Restaurant (Forum)

Item	Price
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL

Skill Guild (Skillie)

Skill Set	Price
Knowledge 1	300 FOL
Sensibility 1	400 FOL
Technique 1	400 FOL

Weapons Shop (Royal Hunt)

Item	Price
Broad Sword	400 FOL
Smaller	2,000 FOL
Rod	10 FOL
Leather Helm	50 FOL
Banded Helm	120 FOL
Banded Mail	600 FOL
Robe	10 FOL
Wooden Shield	120 FOL
Boots	40 FOL
Iron Greaves	110 FOL

Tool Shop (Budabing Budaboom)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Cure Paralysis	180 FOL
Resurrection Bottle	3,600 FOL
Rose Hips	230 FOL
Spectacles	8 FOL
Cure Stone	450 FOL

Rena: Private Actions

LOCATION: On the way to Cross Castle

PARTICIPANT: Claude

REQUIREMENTS: Available before the destruction of the Port of Klik.

DESCRIPTION: Rena and Claude discuss his impressions of the Town of Cross. Choosing the first response will foster the growth of your friendship.

LOCATION: Central Cross

PARTICIPANTS: Claude and Bowman

REQUIREMENTS: Bowman must be in your party.

DESCRIPTION: Rena catches Claude and Bowman rating the women passersby. No matter how she responds, her opinion of the guys is damaged.

LOCATION: West Cross

PARTICIPANT: Celine

REQUIREMENTS: Celine must be in your party. This is available before you visit Lacour.

DESCRIPTION: Celine asks Rena to go to a restaurant with her. When they get there, they see the chef berating a man named Chris for eating without paying his check. If you help Chris, another PA will open.

LOCATION: West Cross

PARTICIPANT: Celine

REQUIREMENTS: You must have chosen to go with Celine in the previous PA and helped the penniless man. You cannot have visited Lacour.

DESCRIPTION: Rena watches as Celine runs into Chris again outside the Tavern. This opens up the next PA.

LOCATION: East Cross

PARTICIPANT: Celine

REQUIREMENTS: You must have seen the previous PA. You cannot have visited Lacour.

DESCRIPTION: Celine and Chris meet yet again. But when Prince Chris has to go off to his wedding, what Rena chooses to do may affect even the ending of the game. If you drag Celine off to the church to interrupt the wedding, not only do Celine and Rena become better friends, but Celine gets a special ending!

Claude & Rena: Private Actions

LOCATION: The street leading to Cross Castle

PARTICIPANT: A Three-Eyed Man

REQUIREMENTS: Available any time after you recruit Celine but before you clear the Heraldry Forest.

DESCRIPTION: As you head toward the castle, you run into a strange man with three eyes. It is crucial that you see this PA if you want to recruit Opera or Ernest.

Cross Cave

Heading east from the confines of the Town of Cross, the party arrives at the entrance of the fabled Cross Cave in search of treasure.



Walkthrough

Navigating through the natural caverns of Cross Cave is confusing at times because some of the passageways blend in very well with the background. Hordes of monsters will hamper your progress by blocking your way, forcing you to fight or flee.

If you're playing as Rena, step into the fray and help Claude dispose of the monsters; Celine tends to remain in the back ranks casting Spells from afar.

The passageway leading down isn't obvious, but the reward at its end is worth the journey.

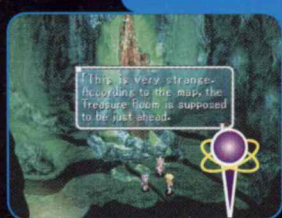


Although the cave is full of twisting and winding passages, you eventually come across a section of the cave that

appears to be a dead end with a Save Point. As in all the dungeons in this game, arriving at

this area signals that you are very close to reaching the goal for this area, and it's a good idea to use the Save Point to store your progress up to this point.

Unless you've changed them, the combat strategies will cause all the computer-controlled characters to attack using Spells and (assigned) Killer Moves. Reassign the characters' priorities and conserve their Magic Points for their encounter with the Boss.



Invoking the Spell inscribed on the treasure map reveals a secret passage.



At the end of the cave, our heroes are at an impasse.

Upon opening the secret passageway, the party arrives in the cave's innermost chamber. Five treasure chests are located around the star-shaped dais.

When facing multiple enemies, double-team an opponent that one of the computer-controlled characters is attacking.



Opening one of the chests will release a pair of Gargoyles that attack the heroes. Before attempting to battle them, spend time exploring the rest of the cave and gaining enough experience until the characters have a minimum level of 9.

Before entering the final chamber, take the time to enter the Camp menu and equip your characters appropriately based on the new skills they've acquired through experience. Be sure to set Killer Moves to both the **L1** and **R1** buttons for Claude and change the combat strategies so the computer-controlled players use attacks with MPs.

Opening the chest farthest to the left reveals the treasure Celine was looking for. Unfortunately, no member of the party is able to read the Ancient Writings.

After you've defeated the Gargoyles and you're proceeding back to the cave's entrance, Celine thanks you for accompanying her. As she begins to part from you, Rena suggests that she and Celine continue to travel together, against the wishes of a begrudging Claude. If you confirm your offer, Celine will join your party permanently. Otherwise, she leaves the party for the rest of the game.

MONSTER DATA

SLIME (200 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light



These gelatinous columns attack by launching their bodies or portions of their bodies, at their opponents.

ALRAUNE (200 HP/0 MP)

• Strong Point(s): N/A
• Weak Point(s): Star



These carrotlike creatures can paralyze one of the heroes if it catches him or her from behind!

ARMED KNIGHT (180 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Thunder

Their armor makes them formidable opponents.



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.



LANDWORM (200 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire

Attacks by rearing up and biting its opponents.

Boss Data

GARGOYLE (1500 HP/0 MP)

Strong Point(s): Dark
Weak Point(s): Light



These flying demons can move quickly and drain a hero's HP extremely fast! The multitarget spell, Ray, which Celine learns at Level 9, is extremely effective against these demons.

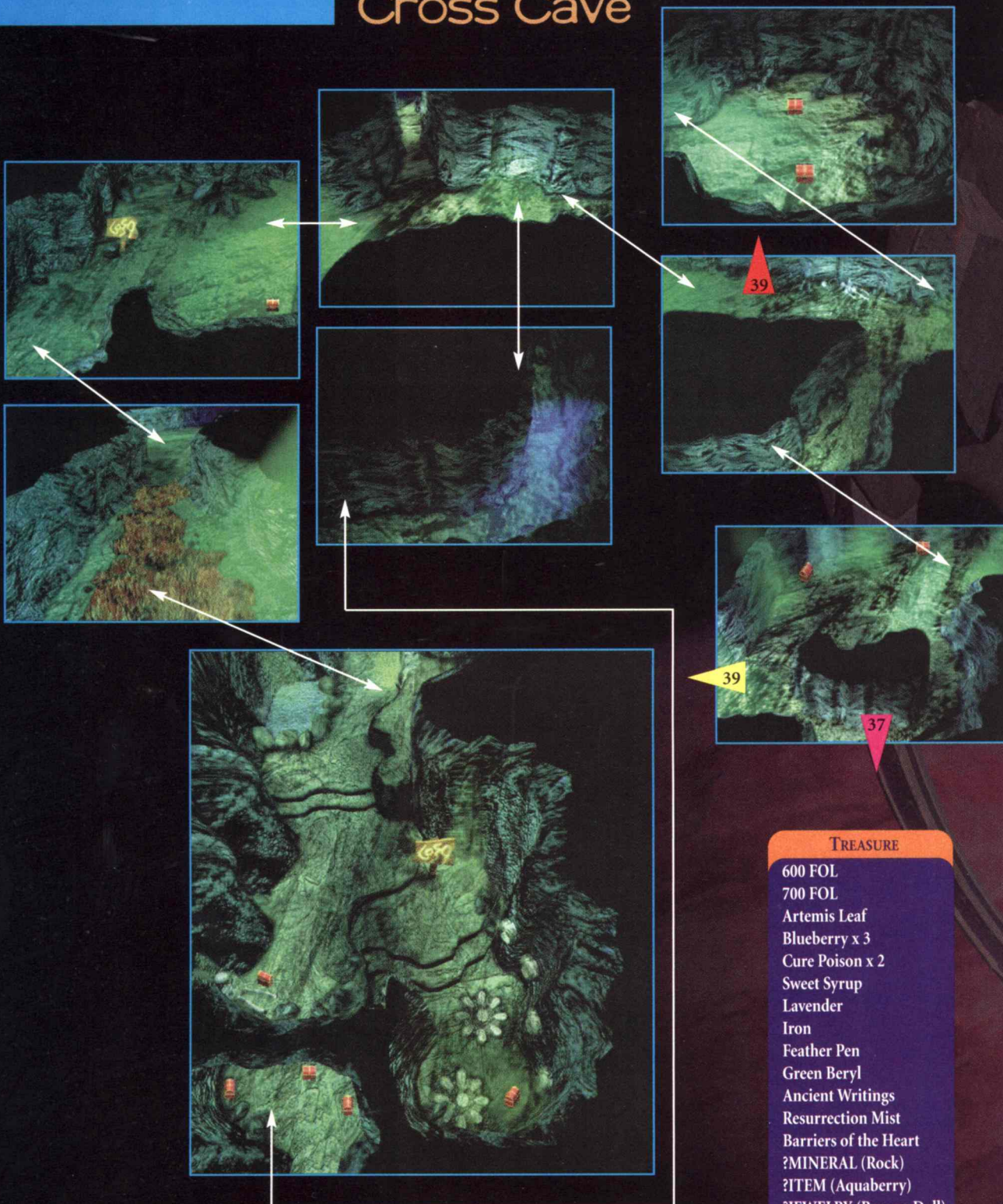
When playing as Claude, try to keep from getting "sandwiched" between the two Gargoyles. Although you won't be able to count on "direct" help from your compatriots, Spells cast by Celine can disrupt the attack patterns of these flying fiends.

If playing as Rena, concentrate on keeping the other characters fully healed. Getting caught between the two Gargoyles can mean a quick death.



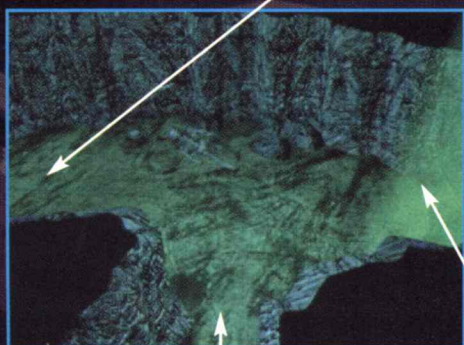
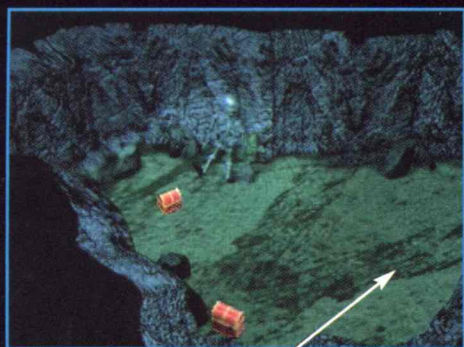
Cross Cave

WALKTHROUGH OF EXPEL



TREASURE

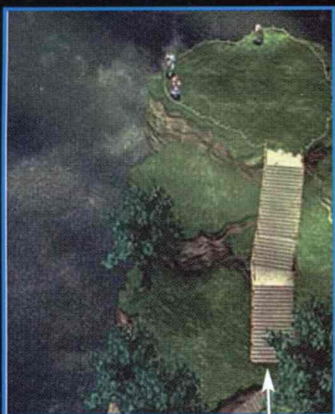
600 FOL
 700 FOL
 Artemis Leaf
 Blueberry x 3
 Cure Poison x 2
 Sweet Syrup
 Lavender
 Iron
 Feather Pen
 Green Beryl
 Ancient Writings
 Resurrection Mist
 Barriers of the Heart
 ?MINERAL (Rock)
 ?ITEM (Aquaberry)
 ?JEWELRY (Reverse Doll)



38

38

The Port of Clik



BUILDINGS IN THE PORT OF CLIK

1. Skill Guild (Clik Skills)
2. Bakery (The Clik Bakery)
3. Ice Cream Stand
4. Clothing Store (Golgo)
5. Restaurant (The Big Potato)
6. Crepe Stand
7. Old Lady Fortuneteller
8. Weapons Shop (International Trading)
9. Antique Shop (Milly's Shop)
10. Bar (Henry's Happy Barrel)
11. The House on the Hill
12. Inn (Waterfront)

The Port of Clik is one of the largest cities on the Cross continent, offering many shops as well as a port through which people can purchase passage to other continents, such as Lacour and El.



TREASURE

Seafood	Grain
Vegetables	Lyre

SHOPPING GUIDE

Bakery (The Clik Bakery)

Item	Price
Pancakes	340 FOL
Egg Sandwich	250 FOL
Grain	145 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL



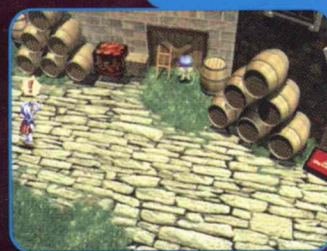
Rena realizes that she's been robbed!

After recovering and composing yourself, you discover that you've been robbed. Seek out this villainous little fiend. Talking to the townsfolk should point you in the right direction. In fact, the two children down by the east dock not only know

him, they know where he likes to play.

Aha! There you are!

Because "Bad Cop" Claude confronts the little criminal, performing his shake-down and intimidating the youth, Rena takes on the role of "Good Cop". After retrieving the stolen purse, Claude comes up with the perfect punishment for the crime: a tour of the Port of Clik. (Hey, you've got the time to kill while they're loading the ship, so why not?)



Walkthrough

Making your way to the west end of the city, you reach the port. You must talk with the ship's Captain to acquire permission to board his ship. Surprised that you actually possess formal documents required for passage, he then informs you that it will be a short time before the ship departs for El as the crew loads the cargo aboard.

Meeting the requirements to journey to El.

Not very happy with the situation, but with nothing else to do, you decide to take in the sights until the ship is ready to depart. You venture back to Fountain Plaza, where a small child runs into you, bowling you over.



Ketil describes all the areas in his hometown as only a child can.

While touring the Fountain Plaza, you can buy a crepe or ice cream for yourself and Ketil from the vendors near the fountain.



PRIMA'S OFFICIAL STRATEGY GUIDE

If you want a big laugh, take a trip into the clothing store. Ketil will pick out an outfit and you can decide who you want to model it.

The "rich kid" attempts to make a break for it.

As you make your way down to the docks again, Ketil attempts to run away when you approach the two other children playing. After setting everything and everyone straight, the party leaves Ketil with his new-found friends.

Heading back to the ship again, you find that preparations are nearly complete. The Captain once again suggests that you make any last-minute purchases and herds you back toward the Fountain Plaza. When you get there, you notice a distinct rumbling underground and have just enough time to run to safety as an earthquake hits.



You manage to make it to the high ground just in the nick of time as the earthquake rips through the town, destroying everything.

With the town in ruins and his ship and most of his crew lost, the Captain hands back your passport and informs you that all is not lost for your party. On the far east coast of the Cross continent lies the Port of Herlie. There, you should be able to secure passage over to Lacour. Then from Lacour, with the King's permission, you should be able to make the crossing over to El.

As you head back up to the Fountain Plaza to make any last-minute purchases, it hits!



Weapons Shop (International Trading)

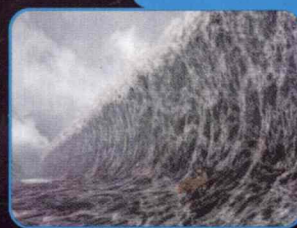
Item	Price
Sinclair Sabre	860 FOL
Hard Knuckles	300 FOL
Rod	10 FOL
Banded Mail	600 FOL
Robe	10 FOL
Wooden Shield	120 FOL
Round Shield	500 FOL
Boots	40 FOL
Secret Boots	80 FOL
Iron Greaves	110 FOL

Antique Shop (Milly's Shop)

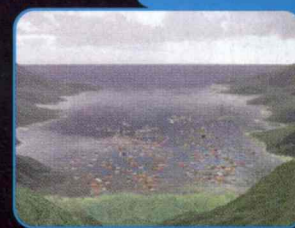
Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Anklet	400 FOL
Mandrake	150 FOL
Wolfsbane	360 FOL
Resurrection Bottle	3,600 FOL
Gold	300 FOL
Harmonica	500 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL

Crepe Stand

Item	Price
Banana Crepes	90 FOL
Chocolate Crepes	115 FOL



As if the earthquake weren't enough, the Gods seem to be playing with the people of the Port of Klik as a huge tsunami rolls in, annihilating the rest of the town.



Skill Guild (Clik Skills)

Skill Set	Price
Knowledge 1	300 FOL
Sensibility 1	400 FOL
Technique 1	400 FOL
Combat 1	400 FOL

With little left to do here, the party heads back down south and then east toward Mars Village.

Ice Cream Stand

Item	Price
Orange Sherbet	16 FOL
Vanilla Ice Cream	30 FOL

Tips from the Testers

After Filia foretells the town's doom, you can move in for the kill.

The fortune-teller, Filia, is carrying a helpful item called Mischief in this town's only Private Action. This Accessory, when equipped, makes you a very lucky person, attracting random items such as FOL, necklaces, metals, etc. with each step you take. However, there is a catch to getting this item—you must have learned the Pickpocket Specialty and bought the very expensive Bandit's Glove (40,000 FOL in the Port of Herlie).

The only way to do this is to spend an exhaustive amount of time leveling up your characters and earning money. The best way to accomplish this is to start immediately after leaving Arlia Village with Rena. Don't enter the Town of Cross yet, but spend your time wandering around, searching for random battles in Cross Cave, Heraldry Forest, and Lasguss Mountain. Save up your cash and purchase only what you need. This process will take time, but the money you'll make selling off the items you receive from the Mischief Accessory will come in handy in the end. Just remember that you need to do all of this before the destruction of the Port of Klik is triggered!

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Claude & Rena: Private Actions

LOCATION: Fountain Plaza in eastern part of the Port of Klik

PARTICIPANT: Filia

REQUIREMENTS: Available only before the destruction of the Port of Klik.

DESCRIPTION: Your party watches as the fortune teller, Filia, prophesies the destruction of the Port of Klik. If you use your Pickpocket Specialty on her, you can obtain the item Mischief. This Accessory randomly gives you items as you walk around. It also opens up a PA in Central City.



Mars Village

Mars Village, a small community nestled up to Heraldry Forest, lies a short distance from the Port of Herlie and is Celine's hometown.



CLAUDE'S WALKTHROUGH

Once again, Claude's experience of the story takes a slightly different track from Rena's.

You arrive in Mars Village only to find that the townspeople are in shock over the kidnapping of their children. The children are with Bandits who are holed up in Heraldry Forest. Some homecoming for Celine!

Hi, Mom! I'm home?

You join a discussion in the Elder's house as the town council discusses how to rescue the children without putting them into any more danger or giving in to the kidnappers' demands. However, a chance meeting with a master swordsman has given them some ideas.

The fact that Rena knows the blue-haired swordsman is a cause of concern for Claude, but it's her hero-worshipping attitude that *really* upsets him. Egged on by Celine's adamancy that they rescue the children themselves (instead of that interloper), Claude and Rena argue and the party splits into two factions: Rena and Dias, and Claude and Celine.



BUILDINGS IN MARS VILLAGE

1. Elder's House
2. Tool Shop (Roof's)
3. Grocery Store (Golden Spoon)
4. Celine's House
5. Inn (Finn's)

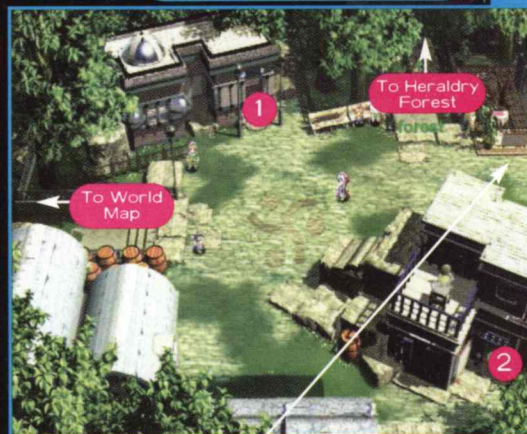
SHOPPING GUIDE

Tool Shop (Roof's)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Cestus	1,400 FOL
Cure Paralysis	180 FOL
Fame Helm	500 FOL
Flame Blade	4,800 FOL
Flare Bomb	450 FOL
Iron Greaves	110 FOL
Killer Poison	300 FOL
Magical Hat	600 FOL
Resurrection Bottle	3,600 FOL
Ring Mail	1,200 FOL
Round Shield	500 FOL
Ruby Wand	600 FOL
Silk Robe	1,800 FOL
Spectacles	8 FOL
Suede Boots	200 FOL

Grocery Store (Golden Spoon)

Item	Price
Daikon Miso Soup	300 FOL
Egg/Dairy Products	10 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Seafood	500 FOL
Vegetables	30 FOL



RENA'S WALKTHROUGH

Enter the Elder's house. Your party finds that the village's children have been captured by a bunch of Bandits and that the townsfolk have contracted with a well-known swordsman, who turns out to be Dias Flac, to eliminate the threat and return the children.

However, the Master of Heraldry believes it rather rash to trust this work to a complete stranger.

After Dias leaves the meeting, Rena chases after him.

Once you're in Dias' room in the inn, coerce him into joining your party. Next, return back to your friends, who are waiting outside the Elder's House.

Rena is severely disappointed by Claude's impulse to fight with Dias.

Undaunted by Celine and Claude's attitude, you decide to work alone with Dias, and return back to his room. After a second conversation, it's decided that you will leave early in the morning.

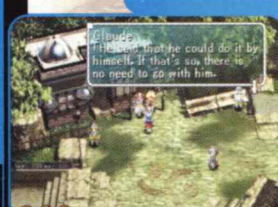
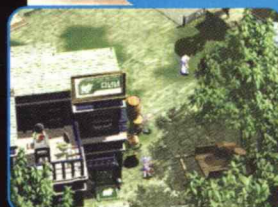
Celine's bright idea (and manipulation) leads to the splitting up of your party.

Celine is obsessed with winning this race, so equip yourself well and return to the Elder's house. Rest the night, and in the morning you'll learn that the other party has already set out. The Elder gives you a pair of Mud Boots, which enable you to cross the swamps. Equip Claude with them, then it's time to set out!

Equipping the Mud Boots is essential to going anywhere in Heraldry Forest!

Celine wants to win this more than anything!

Celine: 'The time is here. We cannot lose out to Rena and the others.'



Heraldry Forest

HERALDRY FOREST TREASURE

Amber Robe	Dummy Doll
Flame Blade	Mandrake
Smelling Salts	HERB (Rose Hips)

CLAUDE'S WALKTHROUGH

The monsters here are tough—especially without Rena's healing touch. Make sure that you have tons of recovery items in your inventory and use them as needed. The Bandits are especially tough to defeat. After all, they've been humiliated by Dias!

When Claude and Celine get to the heart of the forest, they are greeted by the Master of Heraldry, who then reveals himself as the Bandit's Boss. He's already knocked out Celine's father, and now he's out for your blood, too.

Boss Data

VERMILLION (3000 HP/0 MP)

Strong Point(s): Dark
Weak Point(s): Fire, Light

Vermillion is a rough Boss, but the dangers you've already faced in the forest should have strengthened you sufficiently to take him on. Let Celine cast her Spells from afar and use a combination of Killer Moves and basic attacks to weaken him. Don't get too close—his attacks pack a wallop.



Claude lands a powerful blow against Vermillion!



After the battle, Rena and Dias meet up with your party, having saved the children. Although you may not have intended it, the two groups worked together, in a way.

MONSTER DATA

BANDIT (500 HP/0 MP)

Stronger Point(s): N/A
Weaker Point(s): N/A



Although similar in appearance to the Funnythief, the Bandit packs more of a punch.

BLOODWORM (600 HP/0 MP)

Stronger Point(s): N/A
Weaker Point(s): N/A

These giant bugs crawl about at a slow pace but attack with a mouthful of sharp teeth!



ROBBERAZE (400 HP/0 MP)

Stronger Point(s): N/A
Weaker Point(s): Light

These blue monsters have quick reflexes and can attack without warning. Beware of the reach of their weapons!



Claude: Private Actions

LOCATION: East Mars

PARTICIPANT: Rena

REQUIREMENTS: Available from the time you arrive in the Town of Cross until you register for the Lacour Tournament of Arms.

DESCRIPTION: Claude runs into Rena looking at the wares of a traveling salesman. Agreeing that his jewelry is nice will win you points with Rena and open up a PA in Giveaway. Hope that you have enough FOL for a one-time-only shopping spree.

LOCATION: East Mars

PARTICIPANT: Ashton

REQUIREMENTS: Ashton must be in your party. Available before you register for the Lacour Tournament of Arms.

DESCRIPTION: Ashton asks Claude to intervene in an argument between his two dragons. Choose your answer carefully.

LOCATION: West Mars

PARTICIPANT: Rena

REQUIREMENTS: Available from the time you visit Hilton until before you register for the Lacour Tournament of Arms.

DESCRIPTION: Claude bumps into Rena as she leaves the Elder's house. If you comfort her with one of the first two options, your relationship will grow. If you choose the third option, her feelings toward Ashton will grow.

LOCATION: West Mars

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party. Available before the end of the Lacour Tournament of Arms.

DESCRIPTION: Precis is arguing with a kid over the preeminence of machinery over magic. When the kid leaves, she asks Claude for his opinion.

Rena: Private Actions

LOCATION: West Mars

PARTICIPANT: Claude

REQUIREMENTS: Available from the time you arrive in the Town of Cross until you register for the Lacour Tournament of Arms.

DESCRIPTION: Once again, Rena catches Claude staring into the sky. He asks her what her favorite type of sky is. The night-time sky is the most romantic choice.

Claude & Rena: Private Actions

LOCATION: Roof's Tool Shop

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party. Available before you register for the Lacour Tournament of Arms.

DESCRIPTION: Precis is bored and wants to play a game. Do you give in to her childish demands or blow her off?

LOCATION: Celine's house

PARTICIPANT: Celine and Bowman

REQUIREMENTS: Bowman must be in your party and Celine must not be a party member.

DESCRIPTION: A run-in with Celine reveals that she was once engaged to Bowman. Obtain a Holy Ring.

Star Ocean

THE SECOND STORY

WALKTHROUGH OF EXPEL

MAGIUS (20 HP/50 MP)

Stronger Point(s): Fire, Wind, Thunder, Star
Weaker Point(s): N/A

Although not very formidable in terms of stamina, these witches pack quite a wallop in the Spells that they use.



BUGBEAR (200 HP/0 MP)

Stronger Point(s): N/A
Weaker Point(s): N/A

The Bugbears are relatively quick on their feet and can inflict a fair amount of damage with their claws. A good strategy against them is to attack and then back away.



CARLAEAGLE (800 HP/0 MP)

Stronger Point(s): N/A
Weaker Point(s): Fire, Thunder, Star

The Carlaeagle attacks by launching its own feathers at the enemy. Your character must jump to reach the Carlaeagle while it is in the air.



STINGRAY (588 HP/ 0 MP)

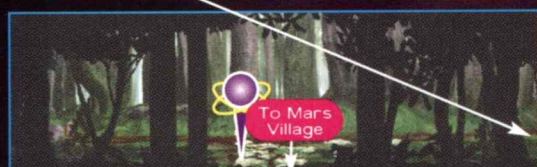
Stronger Point(s): N/A
Weaker Point(s): Fire

Like the Carlaeagle, the Stingray flies around the battlefield, swooping down to attack. The high elevation at which it flies makes it difficult to attack.



TREASURE

Silence Card
Purple Mist
Sour Syrup
Silk Robe



SHIELDER (1400 HP/0 MP) (4)

Stronger Point(s): N/A
Weaker Point(s): N/A

These guards to Azamgil are quite heavily armored and are formidable enemies. However, they're pretty slow on the battlefield, allowing you to stay out of harm's way.

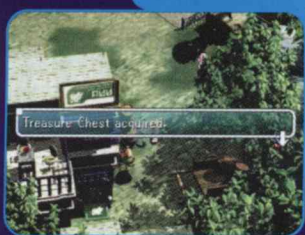


Tips from the Testers

Once you've learned the Pickpocket Specialty, you can acquire a very helpful item off of one of the townspeople in Mars Village. Be sure to save before going into the town, lest your Pickpocket attempt fails. Also, if you're concerned about the affect this might have on your standing with your party members, start up a PA.

The item you're going for is called a Treasure Chest. You can steal it from the man next to the inn. When used, this item gives you three random items, most of which cannot be found until you're playing the second disk of the game. One of the best is a weapon called the Marvel Sword. This sword also cannot be found until you get to the second disk. The Marvel Sword will increase Claude's power and defenses immensely, making him almost invulnerable to attack until the end of the first disk. Once you've successfully stolen the Treasure Chest, leave the town and save your game a second time. This way you can reload until you've won the Marvel Sword. Obtaining this weapon before you tackle Heraldry Forest will make your life much, much easier!

<div> <div>Claude</div> <div> <div>EV</div> <div>DEF</div> <div>LV</div> <div>17</div> </div> </div>	<div> <div>ATK</div> <div>DEF</div> <div>SP</div> <div>HP</div> <div>MP</div> <div>GG</div> <div>0</div> <div>30</div> <div>0</div> <div>0</div> </div>
<div> <div>Item</div> <div>Flame Blade</div> <div>(None)</div> <div>Marvel Sword</div> </div>	<div> <div>ATK</div> <div>238+1178</div> <div>AC</div> <div>127+137</div> <div>HP</div> <div>71+153</div> <div>AVG</div> <div>70+80</div> <div>MAG</div> <div>26+26</div> </div>
<div> <div>Equipment</div> <div>Star Ocean™ and Story</div> </div>	



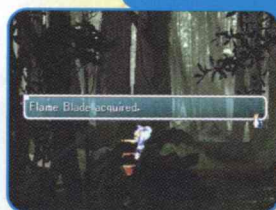
Steal a Treasure Chest and you never know what goodies you might find inside!

Having disposed of the danger and with nothing more to do in Mars Village, Rena and Claude leave the village and continue on their quest. As you approach the village gates, Celine runs out to stop you from leaving without her. As a token of her gratitude, she offers to put you up for the night before you continue onward. So, after a hearty meal and a good night's rest, the heroes return to the task of discovering the information pertaining to the Sorcery Globe. They head to the Port of Herlie to catch a ship to the continent of Lacour.

RENA'S WALKTHROUGH

Waking before the crack of dawn, you and Dias start to venture into Heraldry Forest. Following the twisting paths within the forest, you run into Bandit patrols at regular intervals. Prior to entering the woods, Dias gives you a pair of Mud Boots, necessary for navigating some of the less stable areas of Heraldry Forest.

Using this Save Point to store your progress will prevent you from having to go through the long dialog sequence that takes place in the Elder's house when you enter Mars Village.



The better treasures of Heraldry Forest are found off the easily seen pathways.

This second Save Point is the telltale sign that you're closing in on your goal!



Reaching the end of the forest trail, you stumble upon a young girl, Cecille, fleeing from her captors. After you talk with her, she agrees to lead you back to where the other children are being held. Reaching the cabin, Dias can't help but wonder why the security is so loose near the hostages until it dawns on him that the children are merely a front to draw the more seasoned warriors away from the village, exposing Mars Village to the real threat.

However, before you have time to return to the village, the Boss's second in command, Azamgil, makes his presence known and explains the situation before plunging into battle with the help of the four accompanying Shields.

Boss Data

AZAMGIL (2000 HP/0 MP)

Stronger Point(s): N/A

Weaker Point(s): N/A

Like the Shields, this Boss can't perform any Killer Moves or cast any Spells. However, the blow of his lance can inflict about 60 HPs worth of damage and blow you back. The best strategy for this battle is to stay clear of the enemies and keep Dias healthy by casting Healing Spells.



Rena lends a hand by casting a Healing Spell in Dias's direction.



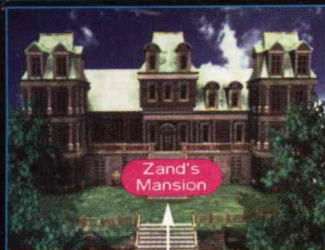
Defeating Azamgil and his guard will allow you to rescue the children being held hostage within the hut. After releasing the children, you are racing back toward the village when you come across Claude and Celine, who seem to have made short work of the true terror behind this plot.

With the Master of Heraldry defeated and the children rescued, Dias makes his exit.

With Dias gone, the rest of the party regroups and returns to Mars Village to discover its fate. Back in Celine's house, Rena casts a few Healing Spells on the wounded Eglas and then retires to the front room with Claude.



Port of Herlie



Zand's Mansion

TREASURE

Ring of Sadness
Ringed Mail
Sinclair Sabre
Leather Boots
1,200 FOL

BUILDINGS IN THE TOWN OF HERLIE

1. Weapons Shop (Premia)
2. Antique Dealer (The Grasping Hand)
3. Tavern (Wild Man)
4. Skill Guild (Giona Vallon)
5. Eleanor's House
6. Delicatessen (Red Dragon Manor)
7. Inn (Ocean View)



Walkthrough

Talking to the two men near the entrance to the Port of Herlie, you find that more trouble is brewing in the Town of Salva. It seems that a two-headed dragon has now made Salva Drift its home. Further inquiry reveals that the men are looking for warriors to defeat the beast.



Doesn't anything good happen in the Town of Salva?!



To World Map

Heading off to the Town of Salva before departing for Lacour will give your party the opportunity to acquire the warrior, Ashton Anchors.

Within Giona Vallon, the party can purchase four more skill sets.

Thankfully, the ship in the Port of Herlie harbor is ready to leave at a moment's notice.



*As in the field, you can use the **L1** and **R1** buttons to rotate the point of view when you're on the ship traveling from one continent to another.*



The Port of Herlie has one of the two harbors on the Cross continent; the mansion at the top of the hill (at the north end of town) is home to the ruthless Zand.

Claude: Private Actions

LOCATION: Warehouse in south Port of Herlie

PARTICIPANT: Little girl from Lacour

REQUIREMENTS: Must have chosen the second option in the Lacour PA.

DESCRIPTION: Another run-in with that brat from Lacour leaves you with the choice to help her or leave her alone. If you choose to help her, you'll be attacked by three of Zand's men. These Lesser Assassins have 6,000 HP apiece, so be careful. If you win, another PA opens up in Linga.

LOCATION: Eleanor's house

PARTICIPANT: Bowman

REQUIREMENTS: Bowman must be in your party. This takes place after the town of Lacour takes refuge in the castle.

DESCRIPTION: Bowman looks in on the sickly Eleanor. He thinks he may have something back in the Town of Linga that will help her. This opens up a PA in the Town of Linga.

LOCATION: Eleanor's house

PARTICIPANT: Bowman

REQUIREMENTS: PA in the Town of Linga seen and the Metox plant obtained from Lasguss Mountain.

DESCRIPTION: With Eleanor in a coma, a decision must be made whether to chance giving her Bowman's medicine. If you choose the first option and risk it, a third PA in the series will open up.

LOCATION: Eleanor's house

PARTICIPANT: Bowman

REQUIREMENTS: Must have chosen Option 1 in the previous PA. This PA is available after the events at the Hoffmann Ruins.

DESCRIPTION: Find out whether Eleanor dies. Regardless of the outcome, Claude and Bowman become better friends.



SHOPPING GUIDE

Inn (Ocean View)
30 FOL per night

Delicatessen (Red Dragon Manor)

Item	Price
Seltzer	92,850 FOL
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL
Sweet Dumpling	140 FOL
Potstickers	280 FOL
Shu-Mai	280 FOL
Toro Tuna	2,000 FOL
Sashimi	2,800 FOL

Skill Guild (Giona Vallon)

Skill Set	Price
Knowledge 2	1,500 FOL
Sensibility 2	1,600 FOL
Technique 1	400 FOL
Combat 1	400 FOL

Weapons Shop (Premia)

Item	Price
Ruby Wand	600 FOL
Silk Robe	1,800 FOL
Knight's Shield	1,000 FOL
Secret Boots	80 FOL
Plate Greaves	800 FOL
Brigandine	3,500 FOL

Antique Dealer (The Grasping Hand)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL
Bandit's Glove	40,000 FOL
Anklet	400 FOL
Spectacles	8 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL

The Quest for Ashton

After hearing the two men at the Port of Herlie discuss how warriors are flocking to Salva to slay the two-headed dragon, you have a choice to make.

- If you want to recruit Ashton, travel back to the Town of Salva and attempt to slay the dragon yourselves.
- If you don't want Ashton in your party or you wish to meet up with Opera Vectra and Ernest Raviede, travel to Lacour.

The decision you make will alter the game's story so that it follows the path you've chosen.

Acquiring Ashton Anchors

- Travel to the Port of Herlie and listen to the two men near the entrance discussing the two-headed dragon that has invaded the Town of Salva.
- Travel back to the Town of Salva and enter Salva Drift to seek out the dragon.
- Take responsibility for the "accident" that occurs while Ashton is battling the dragon.
- Travel to Mars Village and search for a solution to Ashton's "problem."
- Explore the Mountain Palace and retrieve the Silver Goblet.
- Make the climb to the top of Lasguss Mountain and receive the "Tears of the King."
- Return to the Town of Salva and remove the curse.

Rena: Private Actions

LOCATION: Eleanor's house

PARTICIPANT: Ashton

REQUIREMENTS: Ashton must be in your party. This PA is available before you register at the Lacour Tournament of Arms.

DESCRIPTION: A dropped handkerchief brings the sick Eleanor to Ashton's attention. He asks Rena to try healing her, but her magic doesn't help. Opens up the next PA.

LOCATION: Eleanor's house

PARTICIPANT: Ashton

REQUIREMENTS: You must have seen the previous PA. This PA is available before you register at the Lacour Tournament of Arms.

DESCRIPTION: Eleanor's condition has worsened and her doctor tells of a special plant called Metox found on Lasguss Mountain that may save her life. Rena suggests making a special trip back there.

LOCATION: Eleanor's house

PARTICIPANT: Ashton

REQUIREMENTS: You must have seen the previous PA and obtained the Metox plant from Lasguss Mountain. The results are best if you see this PA before registering at the Lacour Tournament of Arms.

DESCRIPTION: Rena and Ashton deliver the plant to the doctor. Eleanor makes a miraculous recovery. This PA opens up a special ending for Ashton with Eleanor and increases Rena and Ashton's friendship.

LOCATION: Eleanor's house

PARTICIPANT: Opera

REQUIREMENTS: Opera must be in your party. Have the Seventh Ray energy Pak in your inventory for an extra event.

DESCRIPTION: Opera returns a handkerchief to Eleanor, who wants to see a rainbow. If you have created the Seventh Ray Pak through Customize, you can make her dream a reality.

LOCATION: Warehouse in south Port of Herlie

PARTICIPANT: Yul

REQUIREMENTS: None

DESCRIPTION: If Rena decides to help Yul escape from Zand's henchmen, the next PA will open up. If she doesn't help out, nothing will happen.

LOCATION: The Grasping Hand antique shop

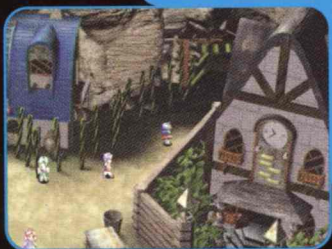
PARTICIPANT: Yul

REQUIREMENTS: In the previous PA, you must have chosen to help Yul.

DESCRIPTION: Rena runs into Yul again and finds out that he's become a sailor. Before she can leave the town, Zand's men capture her and take her to Zand's mansion on the top of the hill. She has to battle Zand in defense of Yul. If she wins, her friendship with Yul negatively affects the romantic feeling her male party members have for her. If she loses, Claude finds that their friendship grows.

Salva Drift II (Ashton's Quest)

You can enter Salva Drift in the Town of Salva from two points: through the cave entrance at the north end of town (as shown in the image) or from within Alen's mansion, through the hidden passage.



Walkthrough

Wandering around the town, you find that most of the warriors have already been defeated and have given up. Before entering Salva Drift, make sure you've stocked up on the essentials, like Berries and Resurrection Bottles.



Take care when traveling through Salva Drift. Along with the dragon have come other stronger creatures that will spell your doom if you're not careful. Many of the creatures can poison your heroes, causing their HPs to drain at an alarming rate!

This time you get to travel through the west side of Salva Drift.



In addition to venturing in to slay the dragon, you'll find that Salva Drift is an excellent location to battle and gain experience. You can explore any areas that you may have missed your first time through and recover the treasures from the chests left unopened.

Exploring the western side of Salva Drift will eventually lead you back to the area where you couldn't go before. This time through, you can cross into the Dragon's Nest, as indicated by the signpost.

A little farther in, you'll spot the warrior already in Salva Drift racing through the winding passages. Hoping to catch up with this warrior, you chase after him, delving deeper into Salva Drift. The Save Point is located close to your goal. Reaching the cavern's end, you find the warrior already engaged in mortal combat with the two-headed dragon!

TREASURE

Aquaberry
Brigandine
Cinderella Glass
Diamond
Golden Earring
Iron
Maple Syrup
Star Ruby



The party's overzealousness proves unfortunate to the battling Ashton—the dragon attacks when his back is turned and, in a flash, Ashton's curse is revealed!

After you determine what happened, Ashton asks you to take responsibility for your actions and help him in finding a cure for his predicament. Should you accept, Ashton becomes a member of your party as you begin the quest to help him remove the two dragon heads sprouting from his back.



When you return to the Weapons Shop in the Town of Salva, the proprietor will reward you for "slaying" the dragon.

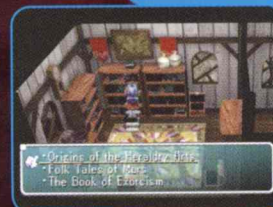


Rena exercises her need to name the new additions to the party.



As they reach the limits of the Town of Salva, the party members stop to ponder how to exorcise a dragon. Remembering the ancient books in the Elder's house, they decide that Mars Village is as good a place as any to start searching for clues to solving Ashton's dilemma.

As luck would have it, you find a book on exorcism in the Elder's study.



Pouring over the tome, the party tries to decipher the locations of the items needed to exorcise a dragon. After some discussion, all agree that their quest lies to the north in the Mountain Palace, where they must retrieve the Silver Goblet.

After retrieving the Silver Goblet, the adventurers must scale Lasguss Mountain to battle the "Demon Bird" for the "Tears of the King."



MONSTER DATA

SCEWER (880 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire



This is probably the single strongest monster you'll face in this dungeon. Beware of its slashing attacks!

BEASTMASTER (840 HP/30 MP)

Strong Point(s): N/A
Weak Point(s): N/A



Another monster with Spell capabilities, which you should eliminate quickly to prevent the injury of multiple characters at a time.

GELATINCUBE (460 HP/0 MP)

Strong Point(s): Water
Weak Point(s): Fire



Slow moving, this creature can divide and cause double the trouble!

GEREL (600 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Earth

This stronger version of Gerel has the ability to poison your characters!



SANDGLASS (780 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire, Thunder



If you don't get too close, these animated hourglasses won't attack,

leaving you free to take care of the rest of the enemies.

MAGIUS (20 HP/50 MP)

Strong Point(s): Fire, Wind, Thunder, Star
Weak Point(s): N/A



Like those encountered in Heraldry Forest, these will succumb to one hit.

WEREWOLF (750 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Wind

Quick on its feet, this beast attacks repeatedly with deadly accuracy.



Mountain Palace

Walkthrough

Ashton's Quest

Entering the cave at the Mountain Palace, the party finds a lone guard standing watch over the entrance to the dungeon. The party approaches the guard and he tells you that no one is allowed inside without permission from the King of Cross.

Travel back to the Town of Cross and arrange another audience with the King. Explain to him that you need access into the Mountain Palace to find a cure that will lift the curse from your friend, Ashton. In addition to granting permission, the king awards you with an additional 8,000 FOL to purchase supplies for your journey.

Back at the mountain, the guard stands down, allowing your party to enter the dungeon. Just inside, the corridor forks in two directions. Although the party is free to explore the entire Mountain Palace, the goal for Ashton's quest lies through the archway to the left.

Ashton's quest lies through the archway to the left.

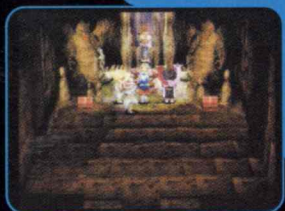
If you talk with the guard a second time, he will allow you to rest, enabling all of your party to regain their HPs and MPs.



This is one of the more deadly adversaries you'll face in this dungeon. Left unchecked, the arrows this demon lets loose inflict some serious damage!

Make your way through the twisting corridors. You eventually travel down a flight of stairs. Farther down a few more sets of corridors lies the end of your journey. The Save Point here marks the entrance to the Boss's lair, so make use of it!

Did you really think you could just waltz right in and take the goblet?



Boss Data

NIGHTMARE

9,000 HP

100 MP

Strong Point(s): N/A

Weak Point(s): N/A



The Nightmare is a very agile adversary. Your best defense is to attack hard and often. If you keep her off balance, she won't be able to cast her favorite spell, Magnum Tornado, which can wipe out your entire party if its members are grouped too closely together when it strikes.



Keeping the other members of your party fully healed and stocked with MP will give you a better chance of defeating this demon. As long as Celine has enough MP, she will repeatedly cast the Spell Energy Arrow, which does approximately 500 HP of damage with each strike.

Once you've defeated the Nightmare, the Silver Goblet is yours. Now it's off to Lasguss Mountain to retrieve the "Tears of the King"!



Quest for Ernest

After buying passage and returning to the Cross continent, your first stop should be back at Cross Castle to speak with the King again—after all, that's where Opera was headed. During your audience with the King, a new topic opens up, allowing you to ask about Opera. The King tells you what transpired just moments before your arrival and provides you with documents that are identical to the ones he gave Opera. These documents will allow you to gain access into the Mountain Palace, where Opera fled in search of Ernest.

A second audience with the King

While Ashton's quest occupied the area through the left archway of this dungeon, the quest for Ernest will have you exploring the areas down and beyond the right passageway.



Where's the maid service when you need it?

After venturing into the dungeon a short distance, you run into Opera, who's inspecting a passage newly created by a laser blast. Deciding it best to combine forces and search for Ernest, Opera makes it worth your while by offering to let you keep all the treasures the two of you find.



When you find this stairwell, you're well on your way into the heart of the dungeon.

Reaching a large square chamber, Claude and Opera inspect Ernest's handy work on two Flarelizards. As you discuss

future weapon technology, the creatures you thought were dead attack!

Boss Data

FLARELIZARDS (2)

5,000 HP

0 MP

Strong Point(s): Fire, Thunder

Weak Point(s): Water



Even with careful planning (that is, fortifying your characters with a healthy supply of Cure Light Spells, Blackberries, and Resurrection Bottles), you may find this battle tough. The flames these lizards breathe are powerful and can cut down a character very quickly if they catch the full brunt of the attack.

As Rena, try to keep your distance. Although you won't be able to prevent the computer-controlled characters from occasionally getting "sandwiched" between the lizards, you can

always step in and attack their backsides to keep them at bay—and keep your friends from being "toasted"!



All the comforts of home, but the neighbors aren't too friendly!

Once you defeat the two Flarelizards, the party is able to explore the rest of the dungeon and find a labora-

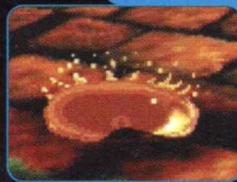
tory in the inner chamber. However, there is no sign of Ernest. Feeling discouraged, Opera decides to stay with the party.

MONSTER DATA

SLIME POOL (1,600 HP/0 MP)

Strong Point(s): Earth, Water

Weak Point(s): N/A



Back with a vengeance and stronger than ever!

PETROGERELL (656 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Earth



Unlike like their cousins, the Gerel, these creatures can turn you to stone!

HOOD (850 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Light



These are quicker and more aggressive than the slimes of previous dungeons.

ARCHER (200 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Wind



While they may not be very strong, their arrows are deadly!

FUNNYTHIEF (3 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): N/A



Watch out! They're more of a nuisance than ever.

HOUNDDOG (750 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Fire



These lightning-quick canines attack with tooth and claw!

SANDGLASS (780 HP/0 MP)

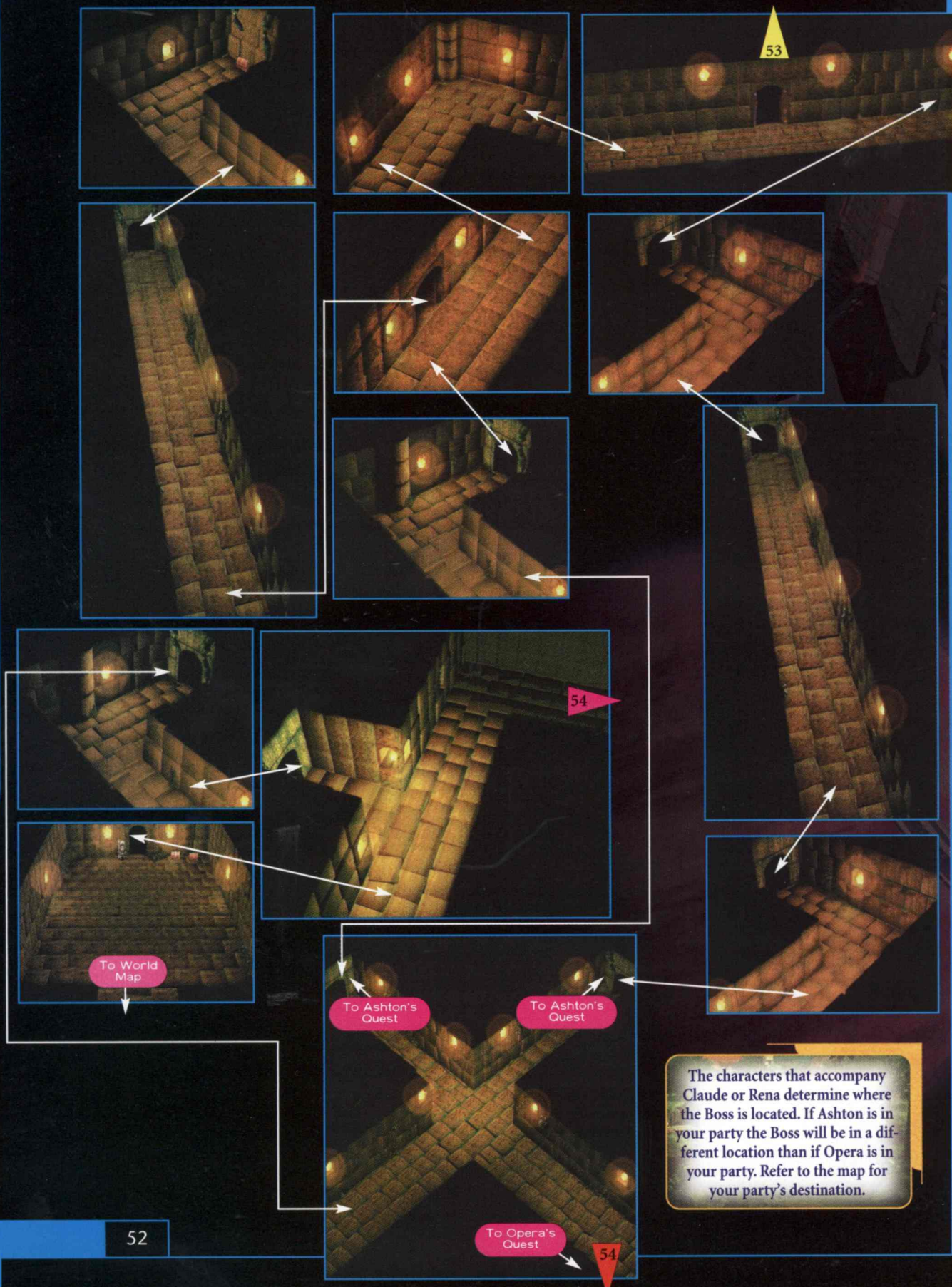
Strong Point(s): N/A

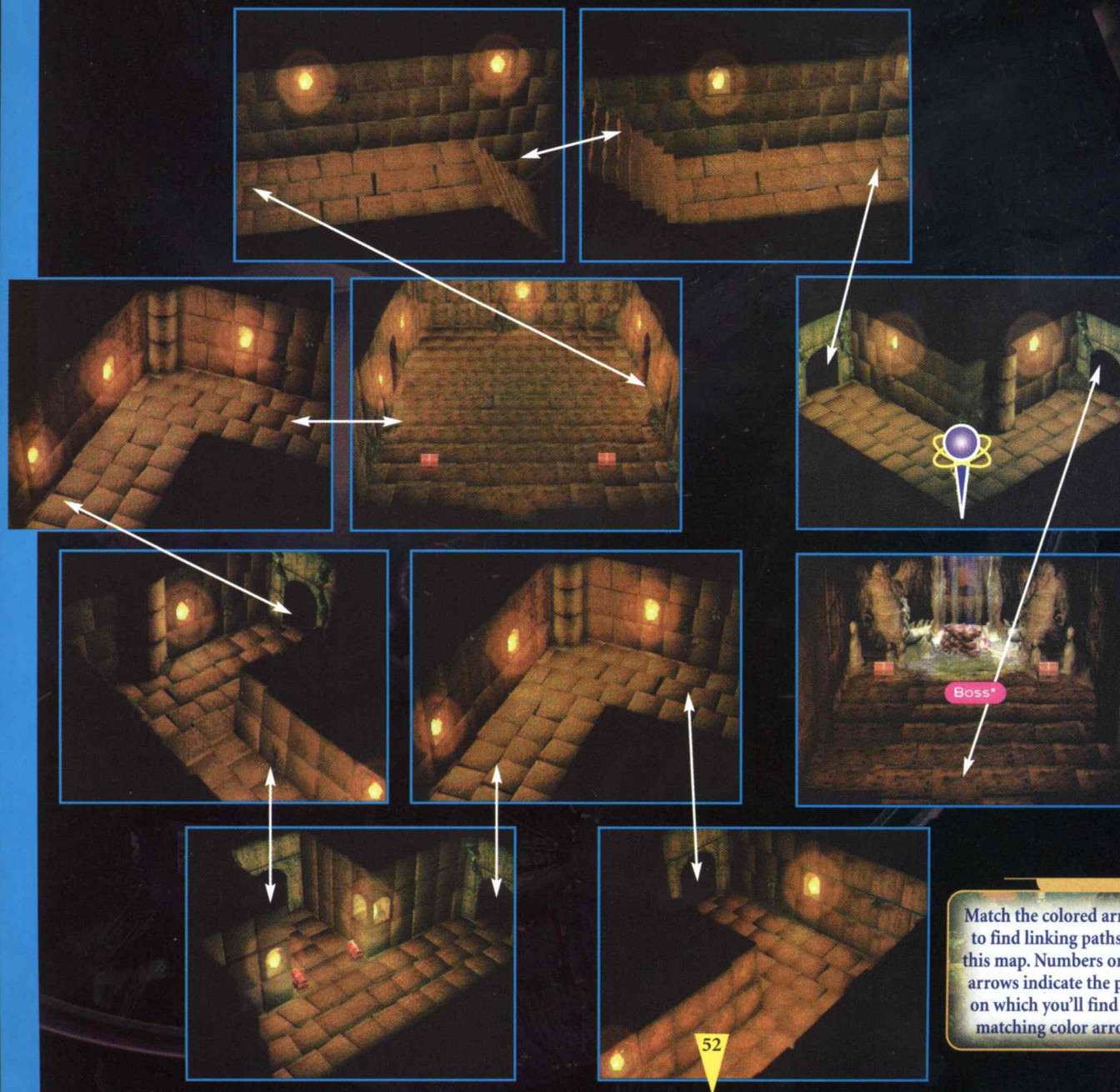
Weak Point(s): Fire, Thunder



Making a repeat performance, these hourglass fiends will just run around the battlefield if you let them!

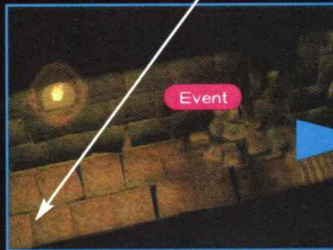
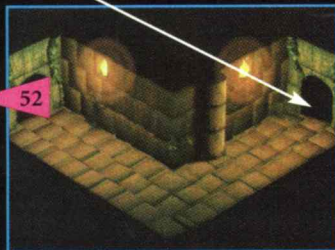
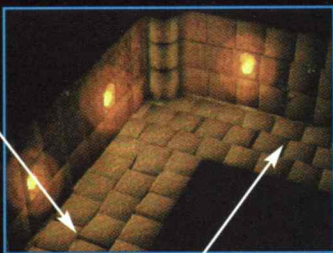
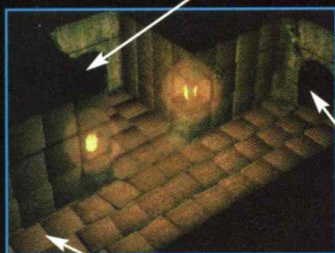
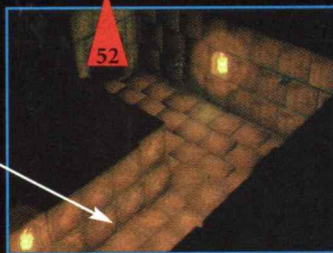
Mountain Palace





*If Ashton has joined your party, a Boss will appear in this room.

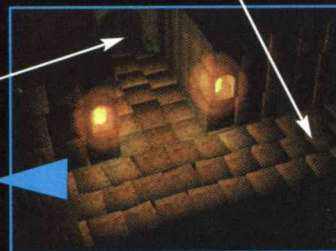
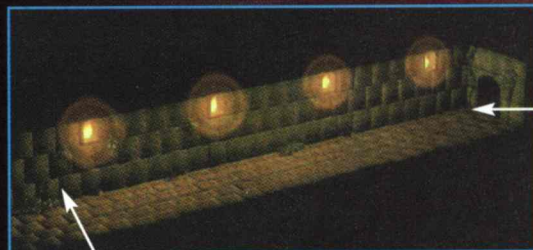
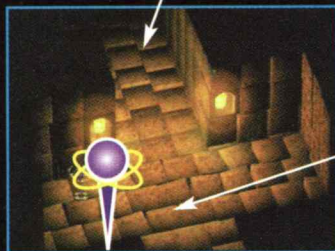
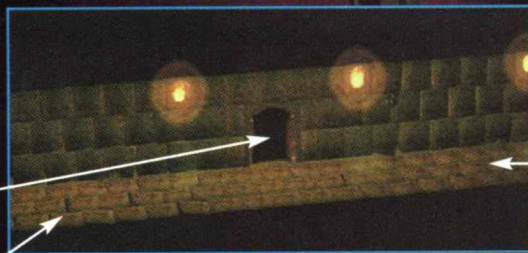
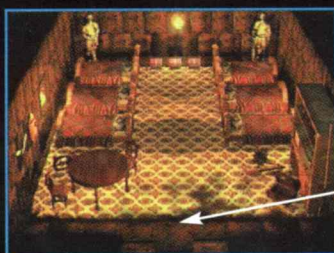
Mountain Palace



TREASURE

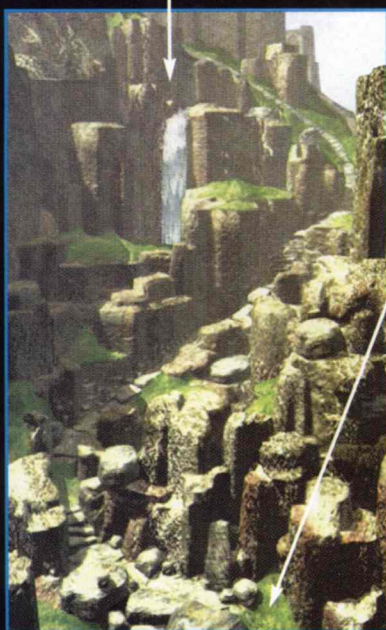
- Amber Robe
- Cestus
- Crest Rod
- Crystal
- Cure Stone
- Damascus
- Emerald Ring
- Fairy's Cologne
- Fairy's Statue
- Luna Tablet
- Resurrection Bottle
- Sweet Syrup
- Wolfsbane
- ?HERB (Artemis Leaf)
- ?JEWELRY (Shiny Earring)
- ?MINERAL (Damascus)
- ?MINERAL (Orichalcum)

*If Opera has joined your party, a Boss will appear in this room.

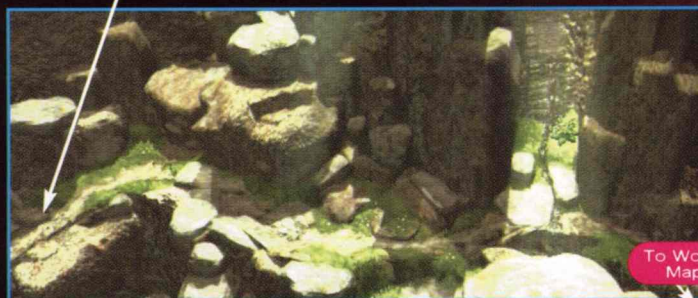
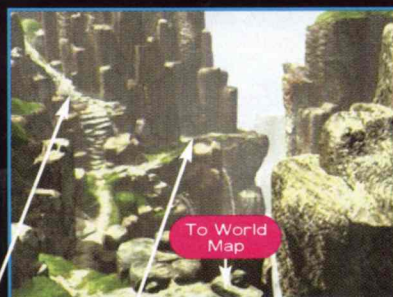




Lasguss Mountain



Lasguss Mountain is in the mountain range to the north of Cross Castle. Once you reach its base make your way to the top by climbing the winding trail that meanders through the rock outcroppings.

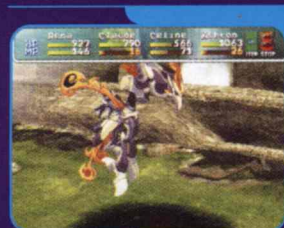


Boss Data (Ashton's Quest)

XINE (20,000 HP/300 MP)

Strong Point(s): Fire, Wind

Weak Point(s): N/A



This lofty beast is not only strong but powerful as well! Your Fighter will have a hard time landing blows when Xine takes to the air. While Rena keeps the party healthy, your strategy for Celine should be to provide support for the attacking members of the party by attacking repeatedly with Spells. In addition to dazing the mighty Xine, Celine's Energy Arrow Spell can do upward of 500 HPs of damage with each strike.

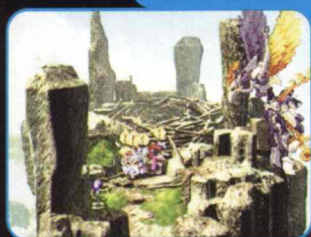
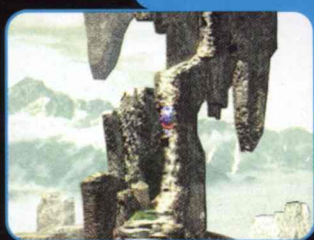


Only by hammering Xine from all sides do you stand a chance at defeating him.

Walkthrough

Once you reach the steeper sections, climb hand over hand by pressing the X button and then pressing up on the D-pad/left thumb stick.

Once you reach the mountain peak, take advantage of the Save Point nestled up there. As you separate and examine the surroundings, you can't help but wonder what could possibly live up here.



The danger (and owner of that large nest behind you) reveals itself soon enough!

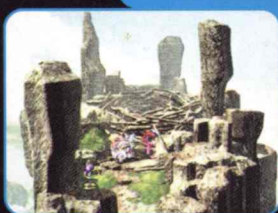
As Claude, try to rush headfirst into the battle and strike repeatedly at Xine. When you do this properly, you stand a good chance of "dizzying" him, which allows you and Ashton to get in a few blows while he's dazed.

As in the previous Boss battles, Rena's place is in the back lines providing the Spells and items necessary to keep your fellow adventures completely healed and full of Magic Points.

After the battle is won, Xine takes back to the skies but leaves a single tear, which plummets into the Silver Goblet.

With the items necessary to release Ashton from his cursed state, the party heads back to Salva Drift, where everything began.

Reaching the point where you first found Ashton battling the dragon, you begin an incantation to exorcise the two dragon heads from him. However, even Ashton has begun to have feelings for "partners" and decides not to go through with it after all.



MONSTER DATA

PILESHERRY (500 HP/40 MP)

Strong Point(s): Fire, Wind, Thunder, Star
Weak Point(s): N/A



A stronger Magi, this witch drains the life force of heroes using the Suck Blood Spell.

SARGWEN (850 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Thunder

The armor of these knights is stronger than that of the knights you've faced before, making them worthy adversaries.



TREASURE

N/A

KOBOLDKING (800 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire, Thunder



Like their brethren, these doglike creatures attack by pummeling their foes.

SHOUT (700 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light



As full of hot air as they are, these balloon-type creatures attack by sucking your health away!

FLYINGRAY (1,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire



Distant relative to the Stingray, this aquatic-turned-airborne creature attacks by striking with its tail.

COCKATRICE (1,200 HP/0 MP)

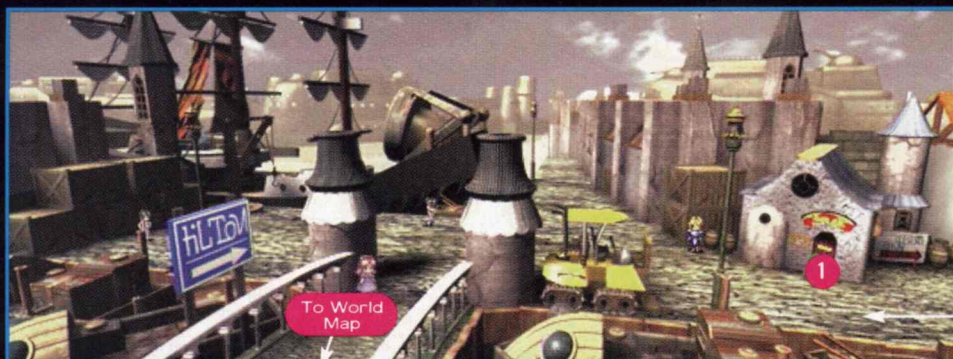
Strong Point(s): N/A
Weak Point(s): Fire, Thunder, Star

Like an overgrown rooster, the Cockatrice can take flight for short periods of time. It shoots out its plumage to attack its enemies.



Hilton

Hilton is the only town on the continent of Lacour that has a harbor. All commerce and trade with the other continents of Expel are funneled through this small city. Hilton is also home to one of the only shops specializing in Musical Instruments.



BUILDINGS IN HILTON

1. Skill Guild (Skill Power)
2. Tavern (Stone)
3. Food store (Munchies)
4. Weapons Shop (Gerencer)
5. Inn (Hilton Island)
6. Seaside Music Shop
7. Tool Shop (Rosso's)

Claude: Private Actions

LOCATION: In front of the tavern in east Hilton

PARTICIPANT: Prince Chris of the Town of Cross

REQUIREMENTS: Celine cannot be in your party. This PA is available between the time you arrive in Hilton and the point where the citizens of Lacour seek refuge in the castle.

DESCRIPTION: Claude runs into Prince Chris, and if you choose the third option, they'll go into the tavern for a drink. At the end of their conversation, Chris gives Claude an item called the General's Ring.

LOCATION: East Hilton

PARTICIPANT: A child

REQUIREMENTS: Available after you clear Sanctuary of Linga. Claude must have the Pickpocket Specialty.

DESCRIPTION: If you Pickpocket the boy in front of the tavern, Claude runs then feels remorse once he takes a closer look at his booty. You have a choice between returning the locket to the boy or getting rid of it.

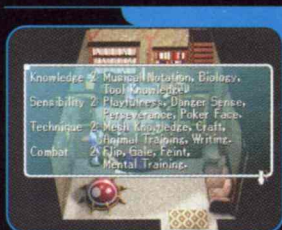
Walkthrough

Skill Power offers four very important skill sets that you can't afford to pass up.

If you're short on funds and have to choose just one skill set, make it Sensibility 2. When you purchase this skill set, you acquire the skill Perseverance, which reduces the cost (in Skill Points) of all the other skills. Achieving Level 10 in Perseverance will allow you to learn the other skills much quicker than normally possible.

Be sure to stock up on any supplies you may need before beginning your journey to Lacour Castle. Nothing's worse than being caught in the middle of nowhere without any items to revive fallen comrades.

The second skill that you should consider maximizing is Effort. As with Perseverance, this skill helps you with each level that you learn, this time in the form of the number of Skill Points you gain with each successful battle.



SHOPPING GUIDE

Skill Guild (Skill Power)

Skill Set	Price
Knowledge 2	1,500 FOL
Sensibility 2	1,600 FOL
Technique 2	1,600 FOL
Combat 2	1,600 FOL

Food Store (Munchies)

Item	Price
Seltzer	94,850 FOL
Meat Dumpling	360 FOL
Sweet Dumpling	140 FOL
Chicken Skewers	500 FOL
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL
Root Beer	300 FOL

Weapons Shop (Gerencer)

Item	Price
Smaller	2,000 FOL
Cestus	1,400 FOL
Splinter	1,300 FOL
Iron Helm	1,200 FOL
Ringed Mail	1,200 FOL
Silk Robe	1,800 FOL
Round Shield	500 FOL
Leather Boots	105 FOL
High Heels	120 FOL
Brigandine	3,500 FOL

Seaside Music Store

Item	Price
Harmonica	500 FOL
Cembalo	8,000 FOL
Feather Pen	20 FOL
Conductor's Baton	85 FOL

Tool Shop (Rosso's)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Iron	200 FOL
Silver	200 FOL
Gold	300 FOL
Ruby	400 FOL
Sapphire	800 FOL
Green Beryl	500 FOL
Feather Pen	20 FOL
Bandit's Glove	40,000 FOL
Spectacles	8 FOL
Mandrake	150 FOL
Rose Hips	230 FOL
Artemis Leaf	720 FOL
Wolfsbane	360 FOL
Lavender	490 FOL
Aceras	660 FOL
Resurrection Bottle	3,600 FOL
Cure Poison	140 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL

Rena: Private Actions

LOCATION: In front of the tavern

PARTICIPANT: Celine

REQUIREMENTS: Celine must be in your party.

DESCRIPTION: Celine runs into an old friend of hers who asks about her marital situation. What happens next depends on whether you participated in all of the Celine-Chris PAs in the Town of Cross and what decisions you made. If Chris and Celine ended up together, you can choose to keep Celine's relationship a secret (good) or blab to the world (bad). If they didn't end up together, you can choose to tell the truth or lie for Celine, making up a false boyfriend. Either of these choices will bolster the friendship stats between Rena and Celine.

LOCATION: In front of the Skill Guild

PARTICIPANT: A lost little girl

REQUIREMENTS: Available from the time you enter Hilton until you register for the Lacour Tournament of Arms.

DESCRIPTION: Rena finds a lost child. If she decides to search for the mother, she will boost her friendship stats with all the party members she speaks to. If she talks to Ashton, not only does their friendship grow, but Ashton's affection for Rena increases.

Claude & Rena: Private Actions

LOCATION: The inn in Hilton

PARTICIPANT: Celine

REQUIREMENTS: Celine must be in your party.

DESCRIPTION: You overhear Celine fretting about her weight gain. The best response depends on which character you're playing as. Nothing Claude can say will get him out of hot water with Celine, but the first choice will do the least damage to their friendship. Rena, on the other hand, will improve her friendship with Celine if she chooses the first option.

Star Ocean

THE SECOND STORY

Lacour

The town of Lacour is deep in the midst of preparations for the Tournament of Arms when you arrive. You must get an audience with the King. Unfortunately, the Tournament is superseding all normal business and the King is too busy to see anyone—too busy to see anyone but, say, the Tournament winner....



CLAUDE'S WALKTHROUGH

Claude has to register for the Tournament of Arms. Besides trying to gain an audience with the king, he has a score to settle with one of the other participants, Dias. This causes more friction in the group, as the mention of Dias's name causes Rena to become increasingly distracted.



Rena doesn't seem pleased by Claude's competitiveness.

Your first order of business after registering at the castle is to find a sponsor. Check out the shops in the east part of the Town of Cross and see what the four Weapons Shops are offering.

Each one will provide you with a full suit of armor, a sword, and a handful of recovery and battle items. Unless you've spent a lot of time leveling Claude up, you'll want to choose an outfit that offers him a good balance between offensive strength and defense. A little shop called Slayer, tucked between the open-air stalls, will give you the best setup fitting this description.



Talk to the shopkeepers about sponsorship and they'll use their best wares to try to persuade you to represent them. Make sure you save the Syrups you get for your semifinal round battle against the Ogre.

After you've chosen your sponsor, you can either leave the town to "train" or head to the inn to rest up before the big event. After you decide to rest at the inn, there's no going back.



Here's a mysterious area. Wonder why you can't go in?

At the inn, Rena goes on a mysterious errand, causing your other party members to speculate about the reason and wonder about her relationship with Dias. She returns in time for everyone to head over

to the castle on Tournament Day. Head up the stairs on the left side of the castle to the desk before the entrance to the coliseum area. Once you've signed in, all of your weapons and equipment will be put in storage and you'll have to wait with the others in a specially marked room.

Before that happens, however, a familiar latecomer appears, wondering whether his weapon has arrived yet. The tardy swordsman is none other than Dias, and it is quickly revealed that Rena has been out finding weapons for him, a fact that upsets Claude immensely. The two quarrel and Rena goes off with Dias—again.



Is Rena really choosing Dias over Claude?

To start the Tournament, go into the waiting room and talk to four of the five participants waiting there. This triggers the start of the

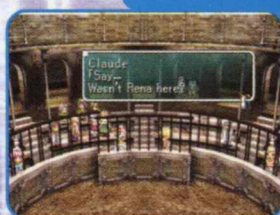
first round of fighting, and your name is the first one called! Before you enter the arena, you're given the chance to check your armor. Make sure everything is OK before exiting the Camp menu. Check your Killer Move settings, in particular. If you've learned Energy Sword, you might want to consider equipping it for the first few rounds because of the healing it can provide.

The first battle is against a fairly weak Gladiator. Conserve your MP and try to protect yourself against his attacks as you fight him. There are two more battles to go before the final round, and you don't want to use up all your recovery items prematurely.

You can do a good amount of damage to your opponent with your sword alone.



After you win, there's a lull before your next battle, allowing you to check out the action yourself. Walk around to the far side of the coliseum and join your party members. Rena is conspicuously absent until the final fight of the first round takes place. Then, just before Dias walks out on stage, Rena arrives and briefly explains the reasons for her departure. After Dias fights, a guard calls Claude back to the contest.



Is Rena gone for good?

Your second opponent is a gorilla-shaped Troll. Like the Gladiator, he's not particularly difficult to defeat, but he does have a nasty punch that can easily dizzy you. If that

happens, the Troll will be able to land a few more punches and put a dent in your HP. Keep out of his reach and use Killer Moves to increase the amount of damage you can inflict.

This is what you don't want to see happen!

The break between your second and third battles is minute. You have just enough time to heal yourself before you are called back in for the semifinal round. This battle is the hardest of the three because the Ogre you're fighting has a particularly nasty and powerful punch. The key to success is healing yourself well before entering the arena and equipping your most powerful Killer Moves. Energy Sword is nice, but the Ogre is too fast to give you the space you need to pull it off, and the HP recovery is small in comparison with the damage he can inflict. Air Slash and Head Splitter make a good combination. Use Air Slash while the Ogre tries to close the gap and Head Splitter once he gets close enough for you to get a good fix on his location.

Above all, keep an eye on your HP and save one of the Syrups for this battle specifically! The secret to this section is knowing that the true battle lies not in defeating Dias in the final round (which is impossible) but in making it to the final round in the first place. In other words, use everything you've got to win this battle!



Ouch!

You get a larger break between this battle and the final round. You should rejoin your party and watch as Dias defeats his opponent easily. Claude then gets called back for the final round and has an

enigmatic conversation with Dias. Regardless of what is said offstage, Dias becomes a serious opponent once in the ring. You won't be able to beat him, no matter what you try. His defenses are too strong for you to overcome (all of your hits will inflict 0 HP of damage) and his strength will cause you to fall within a few sword strokes. Submit gracefully.

The odds are just not in your favor.

After the match, Dias congratulates you before disappearing once again. As the second-place victor, you win both FOL and the armor you fought with. Head back to the Weapons Store that sponsored you to claim your prize and the adulation of the shop owner. In addition, you can now visit Rena's grandfather, Gamgee, on the west side of town. His is the house with the entrance that was previously blocked by Suphia. Gamgee is the blacksmith responsible for Dias's weapon, and when you visit him, you'll find he has made you one as well—at Dias's request, no less. This weapon, the Sharp Edge, is a good sword and just happens to be the main ingredient in the customization of Claude's strongest weapon. Don't forget to pick it up before leaving town and, above all, don't lose it—you won't find another one like it!



SHOPPING GUIDE

Skill Guild (Lacour Skills)

Skill Set	Price
Sensibility 2	2,700 FOL
Combat 1	400 FOL
Combat 2	1,600 FOL
Combat 3	4,500 FOL

Weapons Shop (Counterpunch)

Item	Price
Sinclair Sabre	860 FOL
Plate Helm	7,000 FOL
Brigandine	3,500 FOL
Buckler	650 FOL
Silver Greaves	5,200 FOL
Sweet Syrup	300 FOL
Mixed Syrup	500 FOL
Blackberry	200 FOL

TREASURE

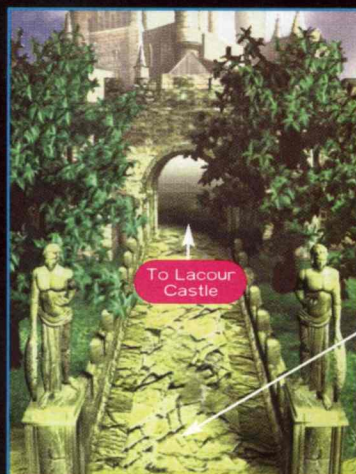
10,000 FOL
Star Ruby

Weapons Shop (Knockout)

Item	Price
Long Edge	12,300 FOL
Leather Helm	50 FOL
Leather Armor	300 FOL
Wooden Shield	120 FOL
Leather Greaves	50 FOL
Sweet Syrup	300 FOL
Mixed Syrup	500 FOL
Blackberry	200 FOL
Twin Edge	3,000 FOL

Tool Shop (Pellen Noir)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Poison Check	5,000 FOL
Fountain Pen	460 FOL
Mandrake	150 FOL
Rose Hips	230 FOL
Artemis Leaf	720 FOL
Wolfsbane	360 FOL
Lavender	490 FOL
Aceras	660 FOL
Attack Vial	230 FOL
Cure Paralysis	180 FOL
Pet Food	10 FOL
Smith's Hammer	250 FOL
Cure Stone	450 FOL



Star Ocean

THE SECOND STORY

Food Store (Carnival)

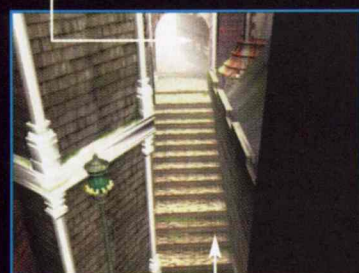
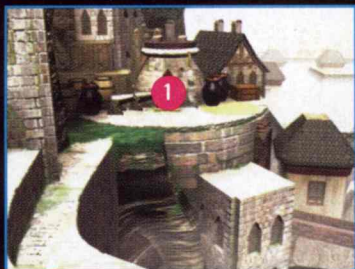
Item	Price
Seltzer	103,100 FOL
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL

Weapons Shop (Slayer)

Item	Price
Walloon Sword	3,900 FOL
Iron Helm	1,200 FOL
Ringed Mail	1,200 FOL
Round Shield	500 FOL
Iron Greaves	110 FOL
Fruit Syrup	600 FOL
Fresh Syrup	800 FOL
Attack Vial	230 FOL
Violence Pill	140 FOL
Hard Whip	3,000 FOL

Weapons Shop (Straight)

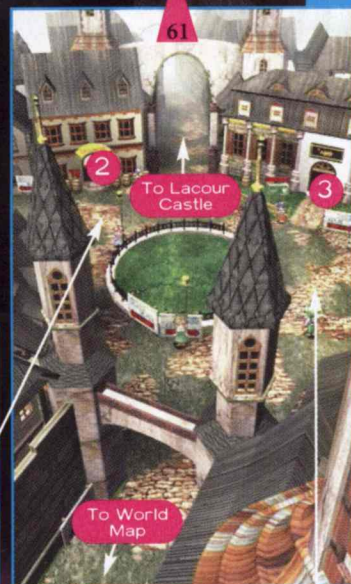
Item	Price
Gusguine	4,500 FOL
Banded Helm	120 FOL
Banded Mail	600 FOL
Knight's Shield	1,000 FOL
Plate Greaves	800 FOL
Sweet Syrup	300 FOL
Mixed Syrup	500 FOL
Blackberry	200 FOL
Crest Rod	1,200 FOL



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.

BUILDINGS IN LACOUR

1. Gamgee's Forge
2. Tavern (La Coeur de Lacour)
3. Inn (The Lacour Hotel)
4. Weapons Shop (Counterpunch)
5. Weapons Shop (Knockout)
6. Weapons Shop (Slayer)
7. Weapons Shop (Straight)
8. Tool shop (Pellen Nor)
9. Food store (Carnival)
10. Skill Guild (Lacour Skills)



Claude: Private Actions

LOCATION: East Lacour, by the Carnival Food Store

PARTICIPANT: Bratty little girl

REQUIREMENTS: Available until the citizens of Lacour take refuge in the castle.

DESCRIPTION: Claude runs into a suspicious little brat, who takes Claude's concern as a threat. If you choose to leave her to her delusions, you'll open up another PA in Linga. If you try to help her, she'll run off and another PA will open up in the Port of Herlie.

Rena: Private Actions

LOCATION: West Lacour

PARTICIPANTS: Celine and Precis

REQUIREMENTS: Available until the citizens of Lacour take refuge in the castle.

DESCRIPTION: Rena comes upon Celine and Precis discussing Claude's fashion sense. If you join them in their girl talk (the first two options), the bonds of friendship are strengthened between all three girls. If you choose to scold them, Precis and Celine will become better friends, but the relationship between Rena and the two will suffer.

Claude and Rena: Private Actions

LOCATION: West Lacour

PARTICIPANT: Old woman

REQUIREMENTS: Available until the citizens of Lacour take refuge in the castle.

DESCRIPTION: You're approached by an infirm old woman who asks you to run some errands for her. If you accept, she'll give you a Star Ruby and a Rainbow Diamond for your trouble.

RENA'S WALKTHROUGH

After exploring all the city has to offer, the party makes its way into Lacour Castle to gain an audience with the King. However, with the Tournament in full swing, you find you'll have to wait until the games conclude, at the least.



Because you're stuck in Lacour with time to kill, Claude decides to enter Lacour's Tournament of Arms.

After registering for the Tournament, you'll need to find a sponsor to provide you with the weapons and equipment that Claude will use in the games.

Although you can pick the shop that will sponsor Claude, you won't be able to control him during the Tournament.



This hut is off-limits to your party.

After you've registered with a shop, you'll receive a Tournament pass and can then go and check into the hotel. However, once you check in, the other members of the party will be stuck in their rooms until it's time for the Tournament. If you wish to level up your characters a little more by fighting random battles just outside the city limits, this is the time to do so.



After checking into the hotel, while the others are kicking back and relaxing, Rena decides to stroll around town.

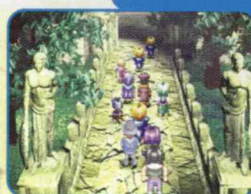
Returning to the house with the small girl, you find her trying to convince a warrior to allow her grandfather to sponsor him. The warrior, unconvinced by the appearance of her grandfather's shop, decides to look for another sponsor.

Feeling sorry for the little girl, Suphia, and given that Claude has already selected his sponsor, you take her to Lacour's tavern in the hope of finding a warrior still in need of a sponsor.

Unfortunately, the pickings are pretty slim here!

Having found no one willing to accept her grandfather's weapon, you decide to leave; however, Dias interrupts your departure. As you're talking to Dias, an argument erupts between Suphia and the three warriors in the back of the tavern.

After rescuing the would-be damsel in distress from the less-than-polite warriors, the "unsponsored" Dias sends you back to the hotel where your friends are waiting, while he offers to escort Suphia back to her grandfather's. The party rests one final night at the hotel before the day of the Tournament.



The spectators eagerly await admission into Lacour Coliseum.

Reaching the weapons registration area, Claude retrieves his sponsored equipment and weapons. As he is receiving his items, Dias enters to find that his weapon has not arrived.

Feeling responsible, Rena offers to assist Dias in recovering Gamgee's sword, which causes Claude to react in a jealous fit.

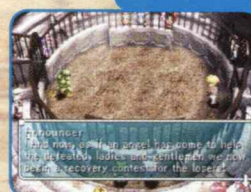
Racing back through town to Gamgee's Forge, the pair finds a worried Suphia huddling alone in her grandfather's shop. She explains that they were attacked by warriors, who took the sword while she was attempting to deliver it for the Tournament. Wasting no time, you and Dias head back to the tavern. There Dias's suspicions are confirmed, and the men who provoked Suphia step out of the bar to settle things once and for all.

And these guys thought they would stand a chance in the Tournament?

After regaining the sword, called the Sharpness Sword, and confirming Gamgee's state of health, you race back to the castle so that Dias can register and compete in the Tournament.

Making it just in the nick of time, Dias leaves Rena as he prepares for his first battle.

Reaching the seats, you find that you have missed a portion of the first round, in which Claude was victorious. Claude, trying to patch things up with Rena, is silenced when Dias Flac takes the stage. After Dias successfully defeats his opponent, a soldier appears to retrieve Claude for the second round.



At this point in the game, you keep the story flowing by leaving your seat and visiting Gamgee and his granddaughter between every match.

If Claude is defeated in the second round, he'll win in the consolation round to advance to finals against Dias.

Completely outclassed by Dias, Claude gives it his all but is defeated just the same. After the Tournament ends, Claude is revived and his teammates fill him in on the events that just transpired.

Your next destination is spelled out for you.

After returning to the weapons dealer who sponsored Claude to collect his second-place prize, return to Gamgee's Forge, where another prize awaits. It seems that Dias had the old man forge a weapon especially for Claude.

Although it may not seem like the strongest weapon, it will prove to be the most powerful later in the game!



Opera Vectra/ Ernest Raviede Quest

Although the two quests are actually entirely separate, you will not be able to locate Ernest unless you first recruit Opera's services. Spotting a rather unique-looking man in the Town of Cross opens up a series of events and Private Actions that allow you to acquire Opera Vectra and, finally, Ernest Raviede.

You should know that these quests will have you scouring the countryside of both the Cross and Lacour continents to fulfill your goals.

Recruiting Opera Vectra

1. After leaving the Town of Cross, enter the Private Action that opens up. There you'll bump into a three-eyed man on the road leading to Cross Castle.
2. After the Tournament of Arms in Lacour ends, return back to Hilton and enter the bar. There you witness a woman inquiring about a three-eyed man. (If you've already recruited Ashton, this event will not occur.)
3. Follow Opera back to the Town of Cross and obtain a second audience with the King to receive information about her as well as permission to enter the Mountain Palace.
4. Make your way to the Mountain Palace. There you'll find Opera and she will join up with you in the hope of finding Ernest within the catacombs.
5. Adventure into the heart of the Mountain Palace.
6. After successfully recruiting Opera, you can locate the elusive Ernest.

Searching for Ernest Raviede

1. After getting Opera to join your party, return back to Arlia Village. Enter the Private Action that occurs where you find Opera out on Mayor Regis's balcony.
2. Return to Shingo Forest to make a bold discovery.
3. Travel to Hoffmann Ruins to retrieve the Energy Stone necessary for completing the Lacour Hope.
4. Rescue Ernest from an evil presence.

The Town of Linga

The quiet Town of Linga is home to the University to which people from all over Expel flock to attend. In addition to all the scholars roaming the halls of the University, one of Expel's most famous linguists, Keith Klaser, can be found here.

BUILDINGS IN THE TOWN OF LINGA

1. Pharmacy (Jean Medicine Home)
2. Academy Library
3. Lacour Academy
4. Skill Guild (Le Skill)
5. Inn (Pension Chie)
6. Keith Klaser's house
7. University Co-op (Academy Co-op)
8. Lab (Precis's house)
9. Pharmacy (Tsuyoshi Takemoto)



SHOPPING GUIDE

Skill Guild (Le Skill)

Skill Sets	Price
Knowledge 1	300 FOL
Knowledge 2	1,500 FOL
Knowledge 3	2,700 FOL
Technique 3	3,600 FOL

University Co-op (Academy Co-op)

Item	Price
Material Kit	1,200 FOL
Reference Book	2,300 FOL
Amber Robe	4,000 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL
Feather Pen	20 FOL
Magical Camera	9,800 FOL
Magical Film	900 FOL
Spectacles	8 FOL
Fountain Pen	460 FOL
Pet Food	10 FOL
Bandit's Glove	40,000 FOL
Smith's Hammer	250 FOL
Resurrection Bottle	3,600 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Vellum Paper	150 FOL

Pharmacy (Jean Medicine Home)

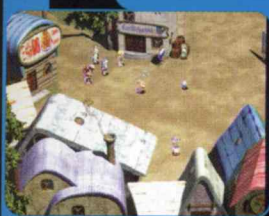
Item	Price
Mandrake	150 FOL
Rose Hips	230 FOL
Artemis Leaf	720 FOL
Wolfsbane	360 FOL
Lavender	490 FOL
Aceras	660 FOL
Cure Poison	140 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL
Attack Vial	230 FOL

Pharmacy (Tsuyoshi Takemoto)

Item	Price
Apple Jam	70 FOL
Aloe Jam	80 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL

PRIMA'S OFFICIAL STRATEGY GUIDE

Walkthrough



Some crazy things are happening in the Town of Linga.

Talking to the citizens of Linga will point you in the right direction. Unfortunately, when you arrive at the house of Keith Klaser, his assistant gives you a quick brush-off. He escorts you back out of the house to allow the busy professor to continue his work undisturbed.

Everyone seems to have a price.

Thinking it might be a good idea to try talking with some of the other folk, you stumble upon Jean Bowman, in the Jean Medicine Home pharmacy. After hearing what it is you're after, Bowman decides that he can help you—if you do him a favor in return.



A Choice of Two Characters

Within the Town of Linga there are two characters (Precis Neumann and Jean Bowman) you can recruit into your party. However, you must choose between these two.

Taking on the quest into the Sanctuary of Linga and retrieving one of the undiscovered herbs that Bowman is looking for will open up the option allowing you to recruit him into your party, provided that you haven't acquired Precis.

Precis would really like to join your party!

While you can acquire Precis by entering into the Private Action (described below), Bowman will join your party only if you're able to recover one of the two undiscovered herbs from the heart of the Sanctuary of Linga.



Claude and Rena: Private Actions

LOCATION: North Linga (Claude) or south Linga (Rena)

PARTICIPANT: Precis

REQUIREMENTS: Bowman can't be in your party! This PA is available until the people of Lacour take refuge in the castle.

DESCRIPTION: If you want to recruit Precis, now's your chance. Claude asks Precis about her robotic toy and she invites him back to her house. Rena, on the other hand, heads toward the Neumann house to ask about Precis. Regardless of how the PA begins, Precis's father ends up asking the group to take Precis along with them on their quest.

LOCATION: Outside of Lacour Academy

PARTICIPANT: Untrustworthy salesman

REQUIREMENTS: None.

DESCRIPTION: You get caught up in a crowd of people listening to a salesman hawk his wares. If you choose to buy what he's pushing, you'll get a random book, good for boosting up a particular skill one level. If you don't want to spend the money (1,980 FOL), you'll get nothing.

LOCATION: Bowman's Pharmacy

PARTICIPANT: Bowman

REQUIREMENTS: Bowman must be in your party. You must have chosen the second option in the Bowman-Honeymooners PA in Arlia Village.

DESCRIPTION: You ask Bowman's wife, Nineh, who the master of their household is. When Bowman walks in, the sparks start to fly.

Claude: Private Actions

LOCATION: Academy Library

PARTICIPANT: Rena

REQUIREMENTS: None

DESCRIPTION: As Claude prepares to leave the Library, he runs into Rena, who is looking at college catalogues. He offers to tutor her, and their friendship is strengthened.

LOCATION: Tsuyoshi Takemoto Pharmacy

PARTICIPANT: Little girl from Lacour

REQUIREMENTS: You must have chosen the first option in the Lacour PA or the second option in the Port of Herlie PA and defeated the Lesser Assassins.

DESCRIPTION: Claude finds the little girl from Lacour safe and sound back with her family in Linga.

LOCATION: Academy Library

PARTICIPANT: Bowman

REQUIREMENTS: You must have seen the Bowman-Eleanor PA in the Port of Herlie. This PA becomes available after the townspeople of Lacour seek refuge in the castle.

DESCRIPTION: Claude walks in just as Bowman finds a possible cure for Eleanor's illness. The cure lies in the healing properties of an herb called Metox, found on Lasguss Mountain. Bowman expresses his desire to go and look for it. Are you game?

LOCATION: Precis's house

PARTICIPANT: Precis

REQUIREMENTS: You must have seen the Precis-Jam Shop PA in the Town of Salva.

DESCRIPTION: Once again, Claude suffers at the hands of the Neumann family's cooking. This time, Precis's dad makes Jam Tea out of the Pepper Jam Precis brought home from the Town of Salva. Deciding to drink it causes a drop in friendship values between Claude and Precis, while declining altogether brings the two closer together.

Rena: Private Actions

LOCATION: Precis's house

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party. This PA occurs after the events in the Hoffmann Ruins, but before you return to see the King of Lacour.

DESCRIPTION: Precis returns home to visit her father and discovers that he's not home. Rena and Precis search for him and find out that he went to the site of a meteor crash. When you leave the city, you'll run into him, and Precis will start yelling at him. For all of your troubles, you get a Meteorite and your friendship with Precis grows.

LOCATION: Bowman's house

PARTICIPANT: Bowman

REQUIREMENTS: Bowman must be in your party and you must have seen the Bowman-Jewelry PA in the Town of Salva.

DESCRIPTION: Rena watches as Bowman gives his wife the present she helped him pick out. Their friendship grows.

LOCATION: Academy Library

PARTICIPANT: Bowman

REQUIREMENTS: Bowman must be in your party.

DESCRIPTION: Rena finds Bowman studying in the Library. They discuss college, and Bowman invites her to stay with him and his wife while she attends the Academy. Accepting his kind offer is the best way to increase the friendship values between Rena and Bowman.



Sanctuary of Linga

Taking on the task of retrieving an undiscovered herb for Bowman, the party plunges head first into the nearby cave known as the Sanctuary of Linga. Before the Sorcery Globe landed, this was a place where herbologists would come to retrieve items used in the

concoction of remedies and other aids. However, with the recent increase in monster activity, no one has dared venture into it lately.

Walkthrough

The Sanctuary of Linga is a confusing cavern filled with twisting, turning ledges. Its paths wind over and under each other as you delve deeper into the maze. Although it's not as large as some of the dungeons you've explored previously, the crossovers can be quite confusing at times.

As you approach each herb, your character will offer to pick it if you so desire. However, the herb that you're after is deeper in the dungeon.

Only one path will lead you to the areas where you'll find the herbs Bowman seeks—and the Boss as well. All the other paths will lead you into dead-ends or switchbacks leading to another fork from previous screens.



The effects of large Spells can cause the stalactites above to fall. Watch out!

The skeletons of creatures long since deceased are an indication that you're closing in on the very heart of the Sanctuary of Linga. Be sure to

keep your party's HP and MP levels maximized.



To really impress Bowman, bring back the Dill Whip. It's an herb he's never seen before.

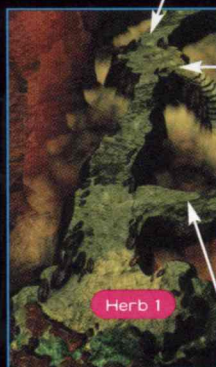
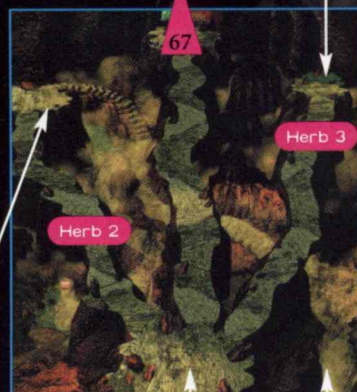
You can get only one of the special herbs. Once you pick one of them, the other will be transformed into a common herb.

Grabbing either of these rare herbs and returning them to Bowman will get you your audience with Keith.

After you return to the Town of Linga to present Bowman with one of the special herbs, he'll walk you over to Keith Klaser's home and get the professor's attention in a rather conspicuous way. After spending the night in Bowman's house, the party decides to return to Lacour to obtain a boat from the King and travel to the El continent.

HERB TYPES

- Herb 1. Aceras
- Herb 2. Clarisage or Lavender
- Herb 3. Clarisage or Aceras
- Herb 4. Artemis Leaf
- Herb 5. Lavender
- Herb 6. Rose Hips
- Herb 7. Clarisage or Rose Hips
- Herb 8. Clarisage or Lavender
- Herb 9. Dill Whip or Aceras
- Herb 10. Dill Whip or Lavender



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.

TREASURE DATA

Bubble Lotion
Cinderella Glass
Might Chain
Mixed Syrup
Poison Check
Ruby
Spring Water
Straight Punch
Twin Edge
?GUARD (Rune Buckler)

MONSTER DATA

WOLFHEAD (600 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Wind

The claw attacks of this quick and deadly beast can stun you!



MANDRAKE (800 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Star

These walking vegetables are slow moving but very strong.



SHYNESSLADY (1,000 HP/30 MP)

Strong Point(s): N/A
Weak Point(s): N/A

Eliminate these whip-toting ladies before they can cast their Spells.



BLACKHOUND (1,100 HP/0 MP)

Strong Point(s): Fire
Weak Point(s): Star

With these beasts attacking in packs, you'll need to avoid being caught between two or more!



KILLERRABI (2,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Wind

The strongest breed of rabbit yet! Avoid its tendrils and punching glove attacks.



Ooze (2,300 HP/0 MP)

Strong Point(s): Earth, Water
Weak Point(s): N/A

These bloblike creatures can stone, paralyze, and poison a character all at once!



Boss Data

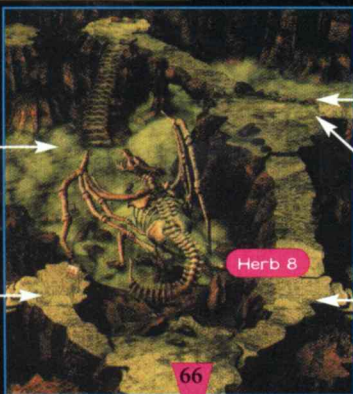
VISSEYER

(10,000 HP/100 MP) (3)

Strong Point(s): Void
Weak Point(s): Light, Thunder

Not only are these giant sluglike creatures resilient, their attack methods can leave you very lonely very quickly. The Visseyer attack not only by poisoning their enemies, but by ingesting them as well. Get too close to one and you might just end up being swallowed whole!

Their sheer numbers make it difficult to divide and conquer, so your best bet is to keep hammering away on the Visseyer that the other characters are attacking and try to defeat the enemies one at a time. If you happen to have any Fairy Glass, it can help you greatly by allowing one of the members of your party to unleash an unlimited number of Killer Moves or Heraldry Spells without reducing his or her MP (for a short time).



The Hoffman Ruins

The remnants of a civilization long since dead, the tunnel system beneath this large, imposing structure holds the keys to the mysteries of the past.

Walkthrough

When you return to Lacour, the guard stationed at the city's entrance inquires whether you've come to take refuge within the city. Confused, the party is informed that monsters on El have completely taken over and at this very moment are advancing toward Lacour.

After entering the castle and registering, talk to Gamgee and he'll give you a chest protector.



The state of affairs seems bleak at best, and the King is nowhere to be found! Scouring the castle, you stumble upon a conversation downstairs in the laboratory. A misstep causes a sound that gives you away, bringing the guard down on you.

As you attempt to explain your presence, Leon's mother, Florice, recognizes Claude from the Tournament of Arms. Explaining that you are in search of an El-bound ship in order to continue your investigation of the Sorcery Globe, you end up accompanying Leon to the Hoffmann Ruins since all of the soldiers have been sent to the Front Line.

Right before you depart for Hilton, Leon gives the Link Combo to Bowman (if he's in your party) or to Claude. This item allows you to steal moves from fellow adventurers and link them with your own during battles.



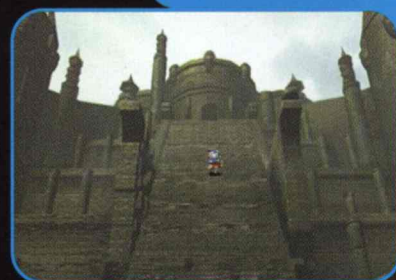
Leon attempts to impress Rena with his ability to enter the Ruins.

Once you reach the Ruins, Leon (after having a bit of trouble) manages to open the door, allowing you to go

inside. After retrieving the items from the chests in the small chambers, make your way down the passage on the right, to the elevator.

Remember to save your progress thus far! Otherwise, if all your characters fall to the enemies within the ruins, you'll have to replay from your last Save Point.

Down in the mines, you'll have to navigate through a series of interconnecting tunnels and around the construction surrounding the recent excavations.



The explosive charges that were left behind are all primed and ready to go. Detonating one will cause a huge explosion to erupt, and you'll be caught in the blast! If you survive the experience, however, you may uncover something worthwhile.



The mine cars are still running within the Ruins. Take care when battling that your characters aren't left in a position where they could be struck when one comes flying through.

Reaching the place where the Energy Stone is located, Leon races forward to claim his prize. The party notices too late that a demon is descending down upon this small scientist.

Ernest Is Finally Found?

After successfully retrieving the Energy Stone from the Hoffmann Ruins, Opera spots something off to the left of the entrance and chases it. Following her, you discover Ernest standing amid the ruins with a strange look in his eyes.

As Ernest moves toward Opera, she warns him to stay back. When he doesn't heed her warning, Opera opens fire and sends him sprawling to the ground.



Rushing to his side, Opera falls prey to the true evil that has possessed Ernest.

MONSTER DATA

KITTY (60 HP/0 MP)

Strong Point(s): Earth, Fire, Water, Wind, Thunder, Star, Vacuum, Light, Dark
Weak Point(s): N/A

These tiny teddy bears have high defenses.



GIANTBOW (600 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Wind

This is a stronger version of those annoying Archers.



BLACKSLIME (3,600 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light



Although they're the strongest of the slime beings, they still move very slowly and are easily avoided.

DOOMAXE (3,200 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light



These soldiers rely on their brawn more than their brains.

SALAMANDER (5,000 HP/0 MP)

Strong Point(s): Fire, Thunder, Void
Weak Point(s): Water



These giant lizards have super-hot breath and paralysis-inducing strength.

GUARDER (200 HP/0 MP)

Strong Point(s): Fire, Water, Wind, Thunder
Weak Point(s): N/A



These foes usually appear in large groups, but with the exception of their Shield attack, they're easy opponents to deal with.

If you're playing as Rena, you might want to just sit in the back of the ranks and keep everyone's HP and MP levels up.

With the demon possessing Ernest gone, Rena steps in and quickly heals the injuries that Ernest has sustained from Opera's gun. After words of encouragement are given, they both offer their services to the task of discovering the mystery behind the Sorcery Globe, and the quest continues.

Your party returns to the beach, and the soldier rows you back to the ship. Sailing back to Lacour, the party races back to the castle so that the Lacour Hope can be completed and the monster invasion defeated.

Boss Data

(Ernest's Quest)

GHOST (8,200 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): Light

The Ghost possessing Ernest is actually a walk in the park after the onslaught of the Harfainx from the battle before. Like the Harfainx, this creature can be attacked only when it is visible.



Boss Data

HARFAINX (36,700 HP/100 MP) (2)

Strong Point(s): Fire, Wind, Star, Vacuum, Void
Weak Point(s): Thunder, Light, Dark



Not only are these creatures tough, but they also possess the ability to phase in and out of the material plane. When they phase out (appearing as outlined silhouettes) you won't be able to physically attack them. Also, unlike many of the Bosses you've battled up until now, these beasts are resistant to many forms of the elemental-based attacks.

Doing what she does best, Rena keeps her fellow adventurers healthy!

No matter which character you're playing as, try to double up against each of these beasts in the hope of catching them in a "volley" between two of your characters. When this is done successfully, you should be able to repeatedly stun them, allowing your characters to inflict numerous attacks before the creatures regain their senses.



If you're playing as Rena, be sure to keep an eye on the HP and MP levels of everyone and keep them replenished with Cure All Spells and Blackberries. Although the computer-controlled characters can use items, for the most part they won't, forcing you to replenish their lost HP and MP.





Star Ocean

THE SECOND STORY™

Lacour Front Line

The path that leads north from Hilton will take you through the mountains to the site of the Lacour army's stand against the demonic forces coming from El.

On the Front Lines

When you return from the Hoffmann Ruins and present the Energy Stone to the King of Lacour, he sends you to the Lacour Front Line on the northernmost tip of the continent and asks you to assist the army there.

The King of Lacour asks for your help.

You must accomplish any remaining Private Actions before you enter the premises of the Lacour Front Line. Once certain events occur, you will not be allowed to leave the grounds.

Your first responsibility upon entering the outpost is to report to the General Commander's office. The first person you notice upon entering the office is Dias Flac. After the General Commander finishes his briefing, Claude and Rena walk back into the hall and start to talk about Dias. Dias interrupts and the conversation ends with Rena rushing off to talk with him.

If you're playing as Rena, this is your opportunity to recruit Dias into your party. If you're playing as Claude, wander downstairs to the overlook and meet up with Dias, who asks you to watch after Rena for him. When you meet up with Rena, she'll tell you why Dias left Arlia Village.



Two different perspectives.

The next day, the outpost is invaded by a demon named Shin who decides to take on your party. You can trigger this event by talking to the people on the lower floor of the Front Line, and then walking up the stairs. Be warned—this is not a battle you can win in the traditional sense of the word (as you'll quickly see when you inflict zero damage on Shin), but one that you must survive for a minute. Heal and resurrect your party as necessary. Only one person needs to be alive at the end of the battle for you to "win."



Shin attacks!



After the battle, word comes that the Lacour Hope has been completed and will be delivered shortly. Several days later, it still hasn't arrived and the forecast is looking dim.

Wander around the base talking to everyone you meet and be sure to heal yourself at the Field Hospital last. This triggers the next battle sequence. This time, the swarm of enemy units looks undefeatable until Leon appears with the Lacour Hope. Everyone watches in awe as it destroys the entire horde.

News comes to Claude in the Field Hospital.



With the power of the Lacour Hope proven, the decision to invade El is made. You are asked to come along with the first of the ships, riding along with Leon, his family, and the Lacour Hope. However, before you reach El, another battle begins. This time, Shin and his cronies are able to shield themselves from the Lacour Hope's beam.

With the Stonestatues disposed of, Shin comes down for a second attack. Once again, you can't win this battle (don't worry, the real one is coming). Let your party be destroyed by Shin. He will then throw you off the ship and into the sea before destroying the ship itself.



Shark food?

MONSTER DATA

STONESTATUE (2,200 HP/0 MP)

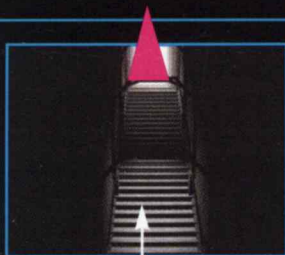
Strong Point(s): Darkness

Weak Point(s): Light

This group of three gargoyle-like monsters is easy to defeat with Light-based magic or weapons alone. These monsters are only the precursor to another battle.

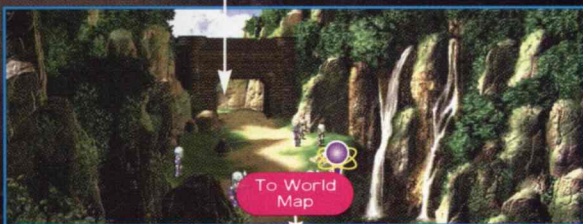
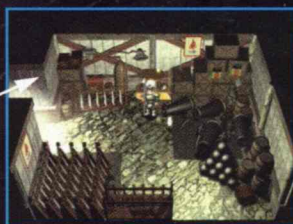


PRIMA'S OFFICIAL STRATEGY GUIDE



Weapons Shop (Arsenal)

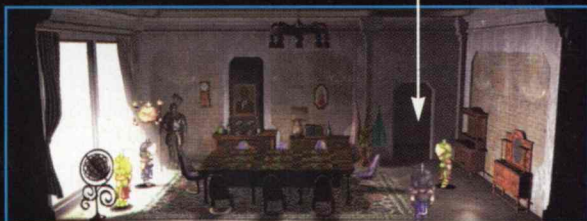
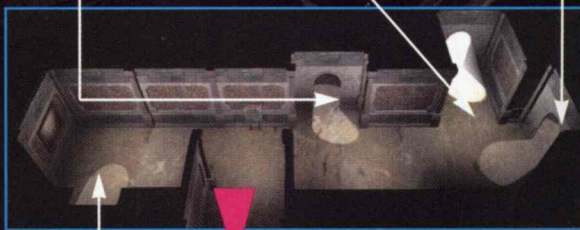
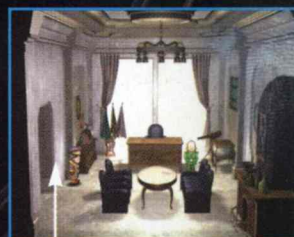
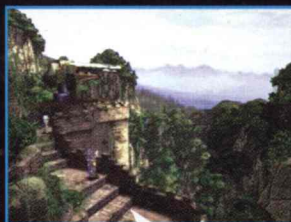
Item	Price
Long Edge	12,300 FOL
Crest Rod	1,200 FOL
Plate Helm	7,000 FOL
Brigandine	3,500 FOL
Knight's Shield	1,000 FOL
Buckler	650 FOL
Silver Greaves	5,200 FOL
Plate Mail	13,400 FOL
Fine Shield	6,800 FOL
Resurrection Bottle	3,600 FOL



SHOPPING GUIDE

General Store (Lacour Store)

Item	Price
Walloon Sword	3,900 FOL
Gusguine	4,500 FOL
Bagh Nakh	1,400 FOL
Hard Whip	3,000 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Spectacles	8 FOL
Resurrection Bottle	3,600 FOL
Pet Food	10 FOL
Crystal	500 FOL
Green Beryl	500 FOL
Sapphire	800 FOL
Ruby	400 FOL



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.

Star Ocean

THE SECOND STORY™

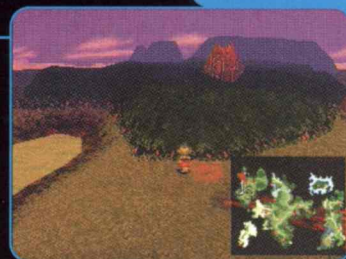
Eluria Colony



The Eluria Colony is the final outpost of humanity on the continent of El. Survivors of the horrors of the Sorcery Globe, the townspeople are awaiting forces from Lacour and Cross to rescue them.

BUILDINGS IN THE ELURIA COLONY

1. Weapons Shop (Arsenal)
2. Elder's house



ARMOR/WEAPONS FOUND IN THE ARSENAL

1. Veil Piercer, Fine Shield
2. Shield Sword
3. Metal Fangs, Silver Robe x 2
4. Giant Fists, Silver Greaves x 2
5. Rune Cap
6. Plate Mail x 2



SHOPPING GUIDE

Weapons Shop (Arsenal)

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Spectacles	8 FOL
Resurrection Bottle	3,600 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL
Pet Food	10 FOL
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL

Shipwrecked!

After being thrown off the ship together, the members of your party get separated. Claude washes up on the beach alone, but in the distance he hears a faint voice. Exploring the beach, he finds Leon, who is even more frightened about being alone. Rena, on the other hand, is washed up on the shore with the rest of the party.



your party will be reunited before they go on to their next adventure. If you're playing as Claude, this is where you can recruit the pint-sized magician, Leon.

But where's everyone else?

Regardless of which character you're playing as, head to the small outpost in the middle of the forested plot of land near the beach. The Eluria Colony is where all the members of

Rena rushes to hug Claude.

After discussing the current situation with the leader of the colony, Claude and the group offer to go and investigate Eluria a bit more closely and eliminate the threat to the continent. The leader offers the use of the weapons and equipment in their armory for the trek.



Search the racks of weapons and equipment for free stuff.

Explore the armory walls thoroughly and purchase any items you might need for the long battle ahead. Before you leave, the clerk will give you an ID Card that he found while

escaping Eluria. It might come in useful.

The Eluria Tower

Walkthrough

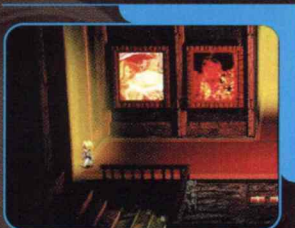
The first thing you'll notice upon entering the Eluria Tower is the dramatic increase in random battles. Not only are the monsters here tough, but you'll be running into them every few feet!

The puzzle in this dungeon requires you to read the inscriptions on all the statues in the Tower. Be sure to write down the code inscribed on each one because you'll need them all later. The alternative requires backtracking all over the place later on.



The Trickster armband is in a room right off the second-floor staircase.

The inscription may seem strange now, but later in your adventure it will all make sense.



Beginning with the second floor, all floors are connected via transporter tubes. To activate one, merely step inside one of the yellow-green lit tubes and a stream of air will move you up or down.

On each map section, you'll find one or two statues. On floors where there are two or more, the code etched on each statue is the same. The codes represent the letters (and letter locations) of the password you'll need to input into the Statue of the Priest. The code 3-O indicates that the third letter of the word is the letter O. When you input the correct password, the Statue of the Priest issues you another Card Key.



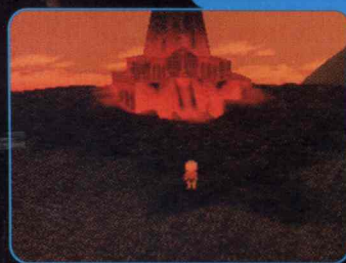
Use the Card Key on the barricade

The Card Key is used to open the barricade leading to the next segment of the Tower. Entering the empty room opposite the teleporter shaft will cause an interesting event to occur. Claude is suddenly teleported back to the Calnus, where he learns some disturbing news. He tricks his father into letting him say goodbye to his friends and rematerializes right before the others give up and leave. He then ditches his communicator (and homing device), and the party runs to the teleporter.

Spell out the password one letter at a time.



Once a town, now all that remains of Eluria is the Eluria Tower. The doors are locked and you need an ID Card to enter. This is the center of the invaders' power, so enter with caution.



The Pickpocketing on the Calnus is very good! The guard to the right of the door has a nice Battle Suit!



On the next floor, after the Save Point, you'll meet up with Shin again. Defeat him and continue making your way up the Tower to where the Sorcery Globe awaits. You'll find that item well guarded, however, by a group of strange men who recognize Rena's pendant. When she heals Claude, they identify her as a Nedian. They also recognize the other races in your party. Before you can figure out who they are and what they want, one of them attacks you.

Who are the Ten Wise Men? Find out on the next disk.



MONSTER DATA

ELDERMAGIUS (800 HP/50 MP)

Strong Point(s): Fire, Wind, Thunder, Star
Weak Point(s): N/A

Although slight and relatively weak, these Mages cast some tough Spells when they're not running away from their opponents. Be sure to target these units first.



DARTHWIDOW
(6,700 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire

The claws on this spider-woman are sharp and dangerous!



Star Ocean

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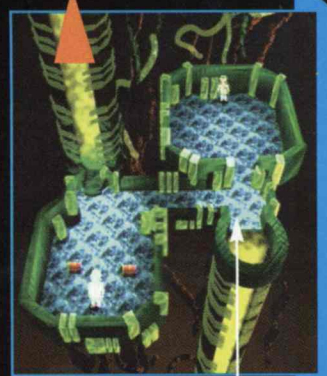
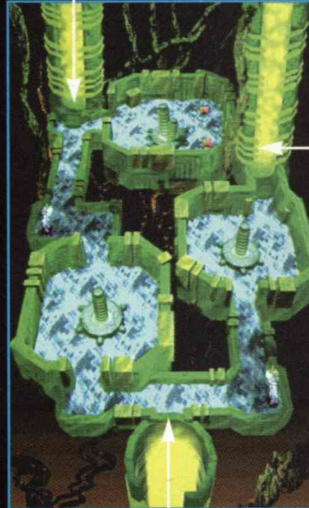
WALKTHROUGH OF EXPEL



To World Map



Event



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DEFENDER
(800 HP/0 MP)

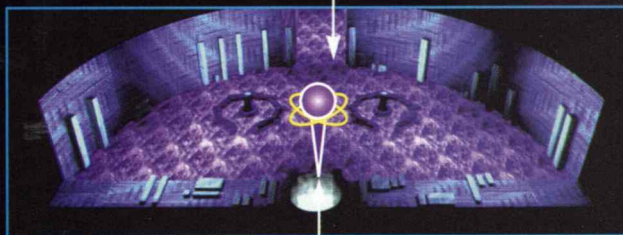
Strong Point(s): N/A
Weak Point(s): Fire

These blocks of gelatin are slow to attack, but when they do—watch out!



77

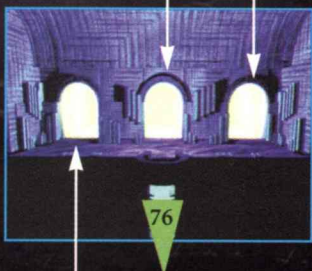
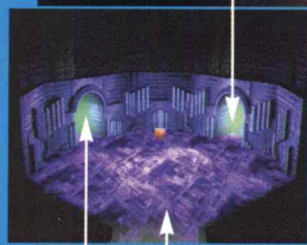
Boss



Event

TREASURE DATA

- Aquaberry
- Crestier Guard x 2
- Crystal
- Cure Paralysis
- Cure Stone
- Fresh Syrup
- Gale Earring
- Giant Fists
- Holy Mist
- Meteor Ring
- Murasame Sword
- Musical Software
- Sapphire
- Splinter
- Spring Water
- Star Ruby
- Steel Helm
- Stone Check
- Trickster armband
- Ultra Punch
- X Box
- ?GUARD (Core Plate)



COLDLIZARD (13,000 HP/ 0 MP)

Strong Point(s): Water, Thunder
Weak Point(s): Fire

This beast's breath may be worse than its bite.



Boss Data

SHIN
(21,000 HP/200 MP)

Strong Point(s): Everything
Weak Point(s): N/A

This is the first (and last) time that you will face Shin in a *real* battle. Unlike the previous encounters in which you couldn't even scratch him, this one's a fight to the finish! This will also be the toughest battle fought so far, so be prepared for a long, all-out war!



Shin casts Foehn.



Claude takes on the two Stonestatues.

You should have no problem dispatching the two Stonestatues that accompany Shin early on so that you can concentrate on your main objective, Shin. And although most of his attacks are physical, he still uses the Heraldry Spells that he possesses. The difference this time is that the attacks that once took off half or more of your HP now do a more normal amount of damage.

BERLE
(100,000 HP/100 MP)

Strong Point(s): Everything
Weak Point(s): N/A

Before this battle even begins, you must realize that you're not meant to win it. Once again, your objective is to survive for a minute. Doing this will be extremely tough because Berle will stay cloaked in an invulnerable shield for most of the battle and inflicts 1,500+ HP of damage per sword blow. Keep your characters healed and don't forget to reach for a Resurrection Bottle when you need to. Berle can't stay long because the time for the collision between Expel and Nede is coming up fast.



Berle is a tough opponent.

TIMEKEEPER (3,500 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire, Thunder

Watch out for the spray of magical sand this monster expels.



Energy Nede

The Outer Wall: Paradise and Beyond

Just when you thought disaster was inevitable, your party gets transported to another planet. At least, it looks like a planet. Claude and Rena awaken across a dirt road from one another and try to help each other out. But before they can piece together their location, the rest of the party arrives, just as shaken as they are.

Rena is the first one to realize that they are on the planet Nede. As a Nedian, she feels it in her bones and knows just where to go next. She leads the group down a flower-lined path to a stone gazebo on the edge of a cliff.



Rena
I don't know. I only know that we
have to go this way.

Rena discovers a strange sense of familiarity with this world.

As the party approaches the structure, a voice calls out, identifying the building as a Transporter. Although the party members express concern, Rena intuitively confirms the trustworthiness of the voice. They step in and are transported to an enclosed room somewhere else.



You needn't be suspicious of me. Anyway, please come inside this transporter. Then everything will become clear.

Do you trust the voice or not?

Walk out from the Transporter and into the executive office next door. There you meet a man named Narl, who claims to have summoned you. As you talk to him, you learn that you were transported to a high-energy body called Energy Nede on the coattails of the monsters who were attacking you in the Eluria Tower. To make matters more interesting, Narl asks you to fight these monsters, known as God's Ten Wise Men, on behalf of the Nedian people.

Rena accepts on behalf of the party, and Narl gives you your first assignment (acquiring a Synard as a means of transport). Before you leave for North City, he asks Rena to stay behind. While everyone else waits in the hallway, Narl hints at Rena's true past.



I would like to talk to you alone. Would you please stay behind for a little while?

If you're playing as Claude you won't be able to hear what happens next.

Get ready for a slight change in pace now that you've reached Nede. To begin with, you're going to spend a lot more time in dungeons and less time talking to people in towns. In fact, once you get a Synard, you'll have the ability to go almost anywhere on Nede, with more mobility and freedom than you had on Expel. You can visit any of the towns on the World Map in any order and whenever you need to. This will allow you to seek out the most powerful armor and weapons you can buy right away.

Unfortunately, the best you can buy will suffice for only a short while. Use all of your dungeon time wisely and start leveling your characters up in the Customize and Blacksmith Specialties. This way you can supplement what the stores offer.



Yes. I was the one who
summoned you here.
My name is Narl.



Narl
So you know why you have come to the place called Nede?



Narl
For what want to borrow our
powers?

Narl explains the who's, where's, and why's; then he asks for your assistance.



Walkthrough

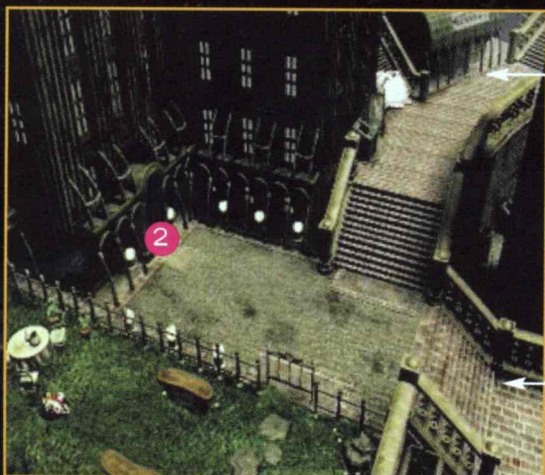
As you wander around the town, you'll notice that you're being followed by a red-haired woman. Don't be alarmed. Her name is Chisato and she's a hot-shot reporter for the *Nede Chronicle*. It looks like your arrival hasn't gone unnoticed.



Before leaving for North City, be sure to stock up on the necessities of life: weapons, equipment, and remedies.

Skill Guild

Skill Set	Price
Knowledge 1	300 FOL
Knowledge 2	1,500 FOL
Sensibility 1	400 FOL
Technique 1	400 FOL



TREASURE

N/A

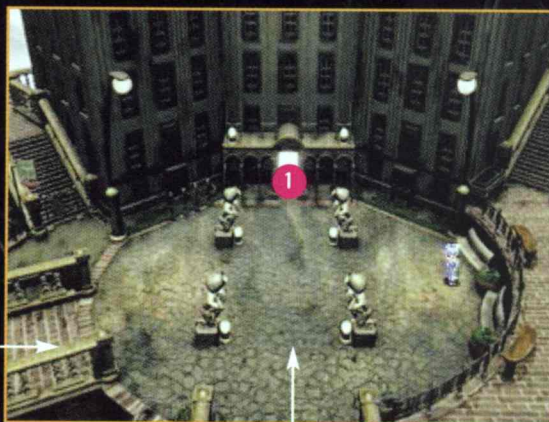
SHOPPING GUIDE

50 FOL per person, per night

Item	Price
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL
Steak	600 FOL
Berry Juice	200 FOL

BUILDINGS IN CENTRAL CITY

1. City Hall (Including the *Nede Chronicle* and Nede Publishing Company)
2. Tavern and Inn (Brandywine)
3. Weapons Shop (Hyper-on-Hyper)
4. Restaurant (Weight Lawyer)
5. Tool Shop (Reverse Edge)
6. Skill Guild



Claude: Private Actions

LOCATION: The Brandywine Inn

PARTICIPANT: Rena

REQUIREMENTS: Available between the time you arrive in Central City and before you finish clearing the Four Fields.

DESCRIPTION: Rena wants to talk to you. If you agree to listen, she'll share her guilt over the troubles in Expel with the Ten Wise Men. If you choose to comfort her with one of the first two responses, her feelings for you will improve. Just be careful not to pursue her afterward, lest you undo your good work.

LOCATION: Tavern (Brandywine Inn)

PARTICIPANT: Opera

REQUIREMENTS: Opera must be in your party, but not Ernest. This PA is available until you finish clearing the Four Fields.

DESCRIPTION: Claude finds Opera in the bar feeling depressed. She imagines that Ernest is dead, now that Expel has been destroyed. Depending on how you handle the situation, Claude and Opera have a good chance of becoming better friends. If you want them to become more of a couple, choose the very first option that's presented to you.

LOCATION: Brandywine Inn

PARTICIPANT: Noel

REQUIREMENTS: Noel must be in your party. This PA is available between your first and second trips to Fienal.

DESCRIPTION: Claude finds Noel lying in distress on one of the beds. Their conversation turns to environmental matters as Noel discusses his dissatisfaction with Nede's environmental record. If you want to increase your chances of an ending with Noel, choose the first option. The second one will diminish Noel's feelings for you.

Tool Shop (Reverse Edge)

Item	Price
Lezard Flask	120,000 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Mandrake	150 FOL
Rose Hips	230 FOL
Artemis Leaf	720 FOL
Wolfsbane	360 FOL
Lavender	490 FOL
Aceras	660 FOL
Resurrection Bottle	3,600 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL
Fountain Pen	460 FOL
Beret	40,000 FOL
Spectacles	8 FOL
Poison Check	5,000 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL
Vellum Paper	150 FOL
Bandit's Glove	40,000 FOL
Pet Food	10 FOL
Conductor's Baton	85 FOL
Magical Film	900 FOL

Weapons Shop (Hyper-on-Hyper)

Item	Price
Ignite Sword	17,000 FOL
Scyther	18,000 FOL
Pain Cestus	15,000 FOL
Hecatoncheire	16,200 FOL
Silver Rod	9,800 FOL
Great Punch	14,000 FOL
Light Whip	14,000 FOL
Heraldry	7,000 FOL
Electro Gun	15,000 FOL
Steel Helm	16,000 FOL
Silver Robe	10,000 FOL
Plate Mail	13,400 FOL
Fine Shield	6,800 FOL
Silver Greaves	5,200 FOL

Rena: Private Actions

LOCATION: The Weight Lawyer Restaurant

PARTICIPANT: Chisato

REQUIREMENTS: Chisato must be in your party.

DESCRIPTION: Chisato is taking advantage of a sale on eggs and wants you to help her out. This brings up the natural question of what she's going to do with so many eggs. The last two options flatter Chisato and will increase your friendship with her.

LOCATION: Brandywine Inn

PARTICIPANT: Noel

REQUIREMENTS: Noel must be in your party.

DESCRIPTION: Noel complains about the unnaturalness of a place where only humans can live. If Rena questions him further about his thoughts, their feelings for each other will increase.

LOCATION: South Central City

PARTICIPANT: Claude

REQUIREMENTS: This PA is available between your first and second trips to Fienal.

DESCRIPTION: Rena sees Claude in deep thought. What does she do? If you decide to call or watch him, you'll learn more about his internal struggles and like him even more.

Claude & Rena: Private Actions

LOCATION: City Hall, Nede Chronicle offices

PARTICIPANT: Chisato

REQUIREMENTS: Chisato must be in your party and you must have spoken to Rayfus at Giveaway University about the passwords for the hidden database.

DESCRIPTION: You meet up with Chisato at her desk and ask whether she can help Rayfus find the passwords to hack into the secret database files at North City Library. She says she'll root around, but that it may take a while. This opens up another PA.

LOCATION: City Hall, Nede Chronicle offices

PARTICIPANT: Chisato

REQUIREMENTS: Chisato must be in your party and you must have seen the previous PA.

DESCRIPTION: Chisato brings back the results of her search. Take the password she gives you back to the North City Library to see if it works.

LOCATION: First floor of City Hall

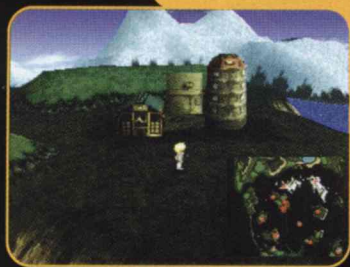
PARTICIPANT: Filia

REQUIREMENTS: You must have seen the Filia PA in the Port of Cluk and saved at the final Save Point in Fienal.

DESCRIPTION: You run into Filia, the daughter of the creator of the Ten Wise Men. She begs you to kill her before her father's consciousness fully awakens. Before you can do anything, she disappears, leaving behind Israfil's Tear.

Seeing this PA increases Indalecil's power immensely!!! View it at your own risk!

North City



Walkthrough

If you're looking for a Synard, then North City is the place to be. Up on the hill to the right of the Library Tower lies the Synard Plant known as The Home. This facility is where artificial Synards are bred and specially programmed for their owners.

When you enter the reception area, talk to the receptionist. She'll point you to the Director's Office, which is to the left of the desk area. You can just see the doormat before the door.



The mat in the middle of the picture (above Claude) marks the door to the Director's Office.

Director Artis will briefly describe the nature of the artificial Synard before handing you off to one of the

Researchers. You're then led across the catwalk spanning the Breeding room to the Input room, where your personal information is downloaded into the Synard.

The scanning process is quick and painless. The Researcher takes both Claude and Rena's personal data. Unfortunately, there is some concern about interfacing a Synard with any race other than a Nedian. This is with good reason; the moment the scanning is completed and input into the Synard, it rebels and becomes violent!



Claude's data is input, then spit right back out!

You are forced into battle with the artificial bird. The Synard is strong (43,000 HP/200 MP), but you must subdue it before it destroys The Home. Use your Spells and Killer Moves to good effect, keeping clear of its breath attack.

This town combines good old-fashioned quaintness with the latest in high technology. Here you'll find the Library and the Synard Plant in addition to several nice shops. If you've been looking to add to your instrument collection, the Blue Flask is a place you won't want to miss.



BUILDINGS IN NORTH CITY

1. Grocery Store (Smiley's)
2. Tool Shop (Blue Flask)
3. Library (Encyclopedia)
4. Synard Plant (The Home)
5. Inn (Landscape)
6. Weapons Shop (Account)

TREASURE

N/A



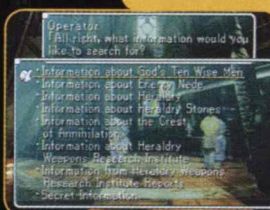
Fighting the Synard

When the battle is over, the Researcher assigned to you goes ballistic over the loss of the Synard. Director Artis leads you back to his office and hints about another way to go about acquiring a Synard. He sends you to the facility's Transporter room and orders you to go through.



Chisato misses out again!

The Library in North City is a place you'll want to visit at some point during your stay on Nede. It's home to a database listing almost anything you could ever want to know about the Ten Wise Men. A secret database lies encrypted and inaccessible to everyone on Nede. If only you could find a good hacker....



Claude: Private Actions

LOCATION: North City

PARTICIPANT: Opera

REQUIREMENTS: Opera must be in your party, but Ernest can't be. This PA is available until you finish clearing the Four Fields.

DESCRIPTION: You find Opera standing in front of the Synard Plant feeling a little depressed about the artificial sky in Nede. The first two options will bring you and Opera together, raising both your friendship and romantic values. If that's not what you want, choose the third reply and your opinions about each other will drop slightly.

LOCATION: Inn (Landscape)

PARTICIPANT: Celine

REQUIREMENTS: Celine must be in your party. You can't have finished clearing the Four Fields.

DESCRIPTION: Celine has hired a fortune-teller and asks Claude whether he'd like to have his fortune read. If you decide to go ahead with it, you have your choice of fortunes. Choosing the third option will bring you and Celine closer together.

LOCATION: Tool Shop (Blue Flask)

PARTICIPANT: Chisato

REQUIREMENTS: Chisato must be in your party and her romance value for Claude must be 10 or above.

DESCRIPTION: Claude overhears Chisato and her mother talking in their upstairs apartment. When they discover him, he has the option of asking what they were talking about or pretending not to care. If you want to forge a relationship with Chisato, choose the second option.

LOCATION: North City

PARTICIPANT: Precis

REQUIREMENTS: You must have already visited Fienal.

DESCRIPTION: Precis is hyperactive, even through the situation is dire. The conversation that ensues can take a variety of paths depending on your first response. To beef up your romance with Precis, try choosing the first option and compliment her, or choose the third and give her a big hug when she worries about her father.

LOCATION: Library (Encyclopedia)

PARTICIPANT: Rena

REQUIREMENTS: None

DESCRIPTION: Claude spies Rena playing around with the Library's computers. The fun starts when she accidentally reformats the computer's hard drive.

SHOPPING GUIDE

Grocery Store (Smiley's)

Item	Price
Seafood	500 FOL
Fruit	80 FOL
Grain	145 F
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL

Tool Shop (Blue Flask)

Item	Price
Lezard Flask	120,000 FOL
Mandrake	150 FOL
Rose Hips	230 FOL
Artemis Leaf	720 FOL
Wolfsbane	360 FOL
Lavender	490 FOL
Aceras	660 FOL
Attack Vial	230 FOL
Cembalo	8,000 FOL
Harmonica	500 FOL
Organ	12,000 FOL
Piano	30,000 FOL
Lyre	5,000 FOL
Violin	21,000 FOL
Feather Pen	20 FOL
Conductor's Baton	85 FOL
Spectacles	8 FOL
Material Kit	1,200 FOL
Seltzer	1,728,100 FOL
Smith's Hammer	250 FOL
Iron	200 FOL
Gold	300 FOL
Silver	200 FOL
Green Beryl	500 FOL
Sapphire	800 FOL
Ruby	400 FOL
Crystal	500 FOL
Diamond	9,000 FOL

Synard Reception Area

Skill Set	Price
Knowledge 3	2,700 FOL
Sensibility 2	1,600 FOL
Technique 2	1,600 FOL
Technique 3	3,600 FOL

Inn (Landscape)

50 FOL/person per night

Weapons Shop (Account)

Item	Price
Eagle's Claws	20,000 FOL
Pain Cestus	15,000 FOL
Hecatoncheire	16,200 FOL
Light Whip	14,000 FOL
Steel Helm	16,000 FOL
Jeanne's Helm	8,600 FOL
Mithril Coat	15,000 FOL
Steel Armor	52,000 FOL
Crestier Guard	52,000 FOL
High-laced Shoes	4,100 FOL
Silver Greaves	5,200 FOL
Steel-toed Boots	3,200 FOL

**Rena: Private Actions****LOCATION:** North City**PARTICIPANTS:** Opera and Claude

REQUIREMENTS: Opera must be in your party but Ernest cannot be. Rena's romance value for Claude must be 10 or above and Opera's friendship value for Rena must be 8 or above. This PA is available until you finish clearing the Four Fields.

DESCRIPTION: Rena witnesses a clandestine meeting between Claude and Opera (this is Rena's perspective of the Claude-Opera PA). The contents change depending on your choice. So if you don't want Claude to end up with Opera, choose the second option and let him explain.

LOCATION: North City**PARTICIPANTS:** Precis

REQUIREMENTS: Precis must be in your party and the friendship value between the two must be 8 or above.

DESCRIPTION: Precis wishes she had a brother or sister. You compare childhoods and Rena wonders how Precis feels right now. Regardless of which question you ask her, your relationship levels with Precis will increase.

LOCATION: Tool Shop (Blue Flask)**PARTICIPANTS:** Chisato and Ashton

REQUIREMENTS: Chisato and Ashton must be in your party.

DESCRIPTION: When you go to Chisato's room above the shop, you find her arranging Accessories. When you investigate the ownership of one, check with Ashton.

LOCATION: North City**PARTICIPANTS:** Noel and Ernest

REQUIREMENTS: Noel and Ernest must be in your party.

DESCRIPTION: Noel, Ernest, and Rena discuss Noel's concern that he's different from everyone. They try to come up with explanations for his unusual appearance. The politically correct response is the third on the list—it also increases your chances of seeing more Couple endings.

Star Ocean

THE SECOND STORY™

Cavern of the Red Crystal

Noel's House

The Transporter from The Home in North City is linked directly to the basement in Noel's wildlife retreat.

When you walk out into Noel's home, you'll be greeted by the man himself, who's confused to see strangers invading his privacy.

TREASURE DATA

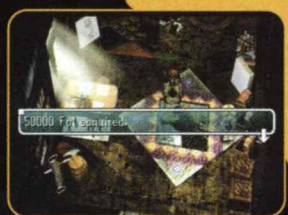
50,000 FOL
Pet Food
Nature's Life Force



Noel seems surprised to see you.

Once you introduce yourself, Noel becomes quiet; he knows why you're here. He explains that Claude's incompatibility with the artificial Synard means you must acquire a wild one—the only

wild Synard. He further explains that you'll have to defeat it in a battle before it will accept you as master. Joining your party, he will act as your escort and guide to the Synard's lair.



Once Noel has joined your group, you can raid the treasure chests in his house!

Entering the Cavern of the Red Crystal

The opening to the cavern is a short walk from Noel's house and is marked by two large red crystals. The moment you enter the cave, Noel can sense that something's not quite right. The air is filled with the scent of violence and it suddenly occurs to the party that the Synard might be in danger.

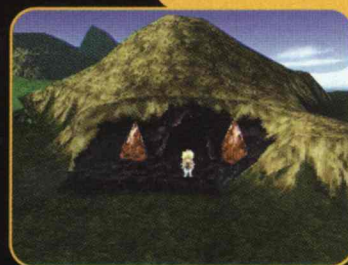


Noel's instincts prove correct as you venture farther into the cave.

The path through the cave is fairly straightforward if you follow the map. Pace yourself and become acclimated to fighting the monsters that now dwell here before you take on the Boss.

Pick up as much of the treasure as you can around here—especially if you want the opportunity to recruit the flame-haired Chisato Madison. There is a specific trigger point (marked on the map as an event) that you must pass by to trigger a very important event.

The Cavern of the Red Crystal is one part of the Endangered Species Preserve run by Noel Chandler and is the home of the last wild Synard. However, to capture that rare creature, you'll have to find it in the twisting tunnels, then defeat it in a fierce battle!



You can rest at Noel's house if you need to recover Hit Points. The Transporter will take you to North City if you need to replenish your supplies.

Boss Data

ARCME
(40,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Thunder



When you reach the Synard, you find that she's being attacked by from two gigantic spiders. These females attack with their sharp claws, either slicing opponents at close range or throwing them. Attacking these beasts is made doubly difficult by their ability to teleport around the field at a moment's notice.



Two spiders are attacking the Synard!

Killer Moves or long-range attacks are the best ways to defeat these arachnids without taking too much damage. If you decide to close in for the kill, dizzy them with strong attacks, keeping an eye on the character's HP.



These ladies are tough and crafty.

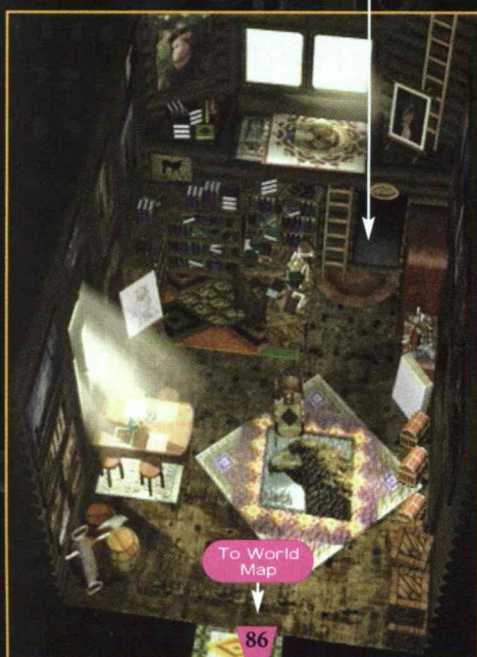
MONSTER DATA

PERITON (12,500 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Fire, Thunder, Star

These overgrown birds do a lot of damage with their beaks, and their wings keep them out of harm's way.



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TREASURE DATA

Cinderella Glass
Dream Bracelet
Flying Hawk Robes
Fruit Syrup
Heraldry
Resurrection Bottle
?MINERAL (Meteorite)
?MINERAL (Moonite)

BANG (4,000 HP/0 MP)

Strong Point(s): N/A

Weak Point(s): Light

The Bang's only attack is an MP Drain that will quickly leave you with few Magic Points to spare. The trick is to keep away when you see one of them start to shake.



HELLHOUND (8,300 HP/0 MP)

Strong Point(s): Fire

Weak Point(s): Light

Long, razor-sharp claws are this hound's main method of attack. Attack from behind it to keep from getting scratched.



RAYSTINGER (4,000 HP/0 MP)

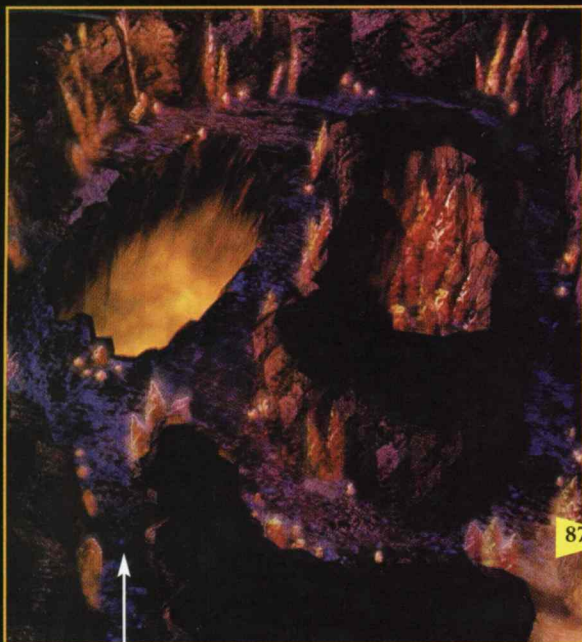
Strong Point(s): N/A

Weak Point(s): Fire

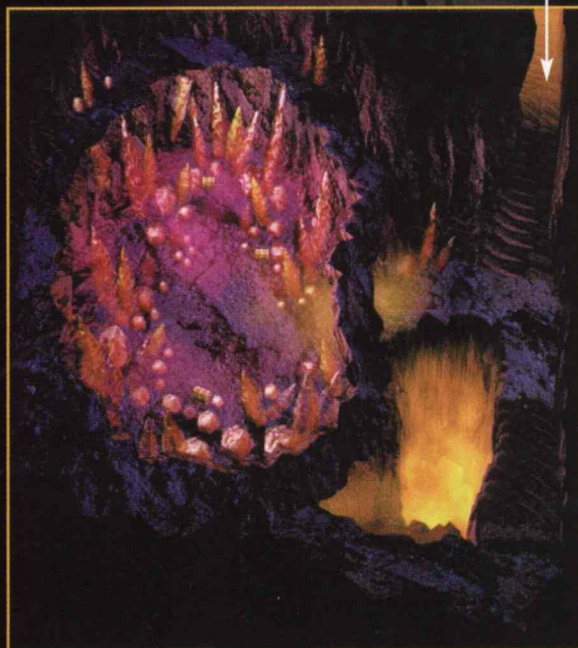
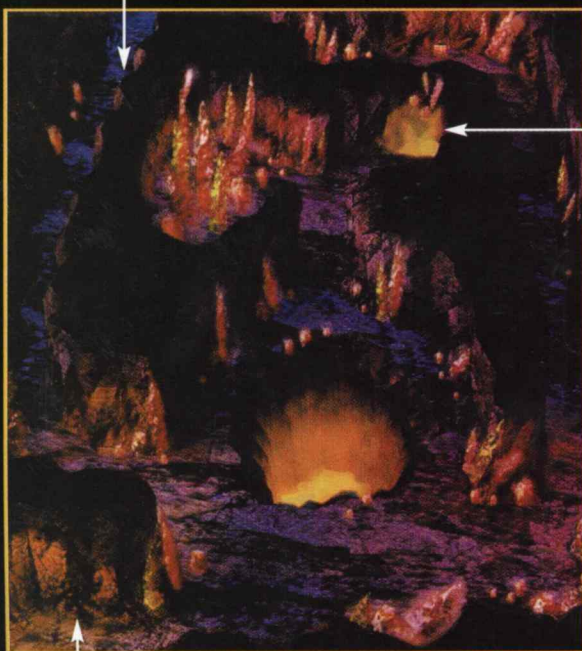
These flying rays are difficult to target with a sword or other weapon because they hover in the air almost out of reach. Avoid their sonar attacks (which paralyze) and electrified tails!



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.



87



To World Map

85



On your way through the cave, there is a lone treasure chest at the edge of a cliff. Getting it will take you out of your way, but doing so will trigger another Chisato viewing. This time she trips and drops her Job ID card. If you want to recruit her on your return trip to Central City, make sure you grab that card off the cavern floor! Then, when you return to Central City, visit her in the *Nede Chronicle* offices and return the ID to her.

Aftermath

Once you defeat the Arcmene, you're faced with the choice of whether to fight the wounded Synard or leave it alone. When the beast gives birth, Claude decides to leave it alone and see whether there's another alternative.



The Synard gives birth.

Just as the party is about to leave, Noel senses the Synard trying to communicate

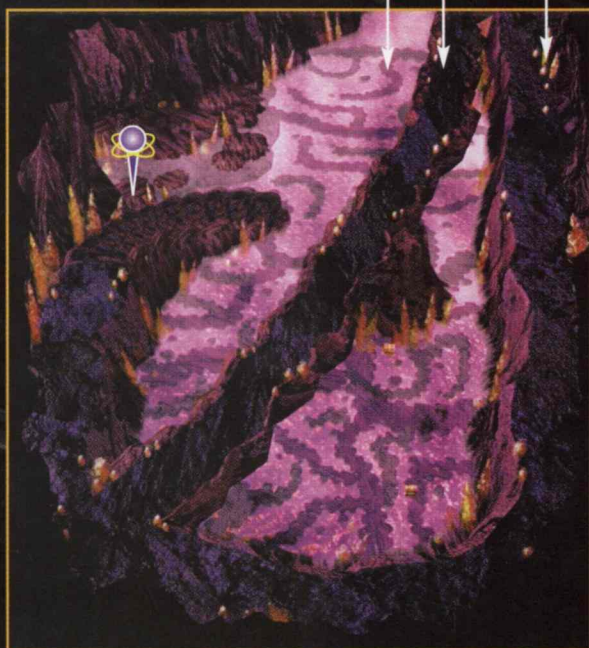
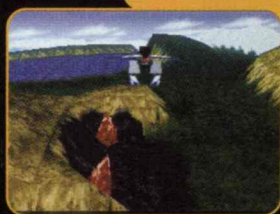
something, and Rena determines that the Synard (and brood) are willing to help them out. The party climbs on and you have an opportunity to recruit Noel into your party.

Noel asks to come along.

Outside, turn toward the snow-capped mountains and get a feel for how the Synard handles. Use the D-pad to move the beast up, down, left, right, and the X button to accelerate forward. Return to Central City and talk to Narl.



Central City and North City are on the island to the left of the snow-capped mountains. Use the World-Map to help find your way.



Star Ocean

THE SECOND STORY™

Field of Intelligence

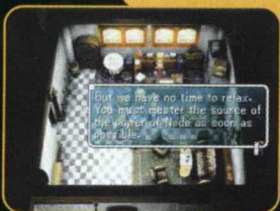
Introduction to the Four Fields

When you return to Central City, you have two tasks awaiting you in the City Hall. First, you should stop by the *Nede Chronicle* offices and introduce yourselves to Chisato. When you show her the Job ID you found in the Cavern of the Red Crystal, she'll confess to following you around so that she could get the latest scoop. If you're truly concerned for her well-being, you can recruit her, or you can tell her editor-in-chief to make her leave you alone.



Chisato seems surprised to see you?

Then head up the stairs to the Mayor's office on the fifth floor. Narl congratulates you on your ability to acquire a Synard, but warns you that your quest is just beginning. Your next objective is to clear the Four Fields on Energy Nede. These Fields are training grounds of a sort, which will teach you the Nedian skills you'll need to conquer the Ten Wise Men.



Pay attention to the instructions that Narl is about to give you.

The first Field you must visit is the Field of Intelligence and the last one is the Field of Love, which is on an island suspended above the sea. You can visit the other two, the Field of Courage and the Field of Power, in any order. To enter any of the Fields, you must have the Rune Codes that Narl provides at the end of your briefing. Here's a quick rundown of the Fields' stats.

Field of Intelligence

Location: North of Central City
Average Level of Monsters: 48
Boss's Level: 65

Field of Power

Location: Northwest of Central City
Average Level of Monsters: 60
Boss's Level: 70

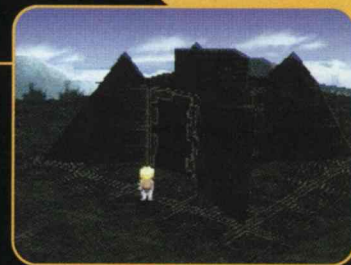
Field of Courage

Location: Southeast of Central City
Average Level of Monsters: 57
Boss's Level: 70

Field of Love

Location: Northeast of Central City, suspended in air above sea
Average Level of Monsters: 59
Boss's Level: 75

We suggest clearing each Field in the order listed above.



The Field of Intelligence is unmistakable from the outside, looking more like a high-tech Mayan temple than a dungeonlike cave.

MONSTER DATA

WIZARD (20,000 HP/200 MP)

Strong Point(s): Earth, Fire, Water, Wind, Thunder, Star
Weak Point(s): N/A

Not only can these magic users cast powerful offensive Spells, they can also cast Healing Spells. In addition, Wizards can dematerialize and rush around the battlefield ahead of your characters.



REFLECTGUARD (3,000 HP/0 MP)

Strong Point(s): Everything
Weak Point(s): N/A

The worst part about fighting Reflectguards is that they are invulnerable to frontal attacks. Hit them from behind if you want to inflict any damage.



NiquiaHG (1,300 HP/50 MP)

Strong Point(s): N/A
Weak Point(s): N/A

NiquiaHG are found floating in the air, almost out of weapon's reach. They don't have a particular attack and are extremely weak in comparison to the rest of the monsters in this dungeon.



Ricki (10,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Vacuum

Watch out when these monsters start charging themselves up. Next to the Wizards, these are the most dangerous foes in the Field of Intelligence.



CONTROLLER (8,000 HP/0 MP)

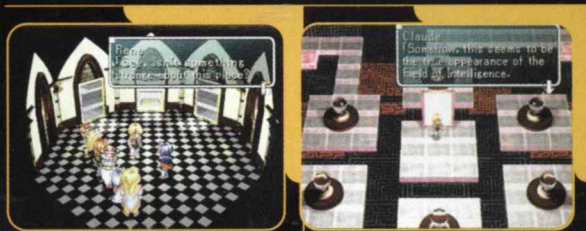
Strong Point(s): N/A
Weak Point(s): N/A

This monster looks like a game controller and charges up its connector plug to attack unsuspecting opponents.



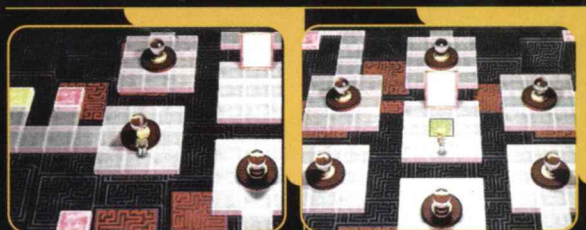
Walkthrough

The Field of Intelligence is as much a logic puzzle as it is a hack-and-slash dungeon. Your objective is to turn on the spinning switches on the main floor of the dungeon, which in turn open a special transporter spot to the Boss area.



The strange, reflectionless mirrors in this room transport you in and out of the main floors of the Field of Intelligence.

The mirrors in the two mirror rooms will transport you to specific areas on the two main floors. Once inside, you must navigate between the floors using the yellow transporter blocks. The red blocks mark destination spots, so use the alternation of these red and yellow blocks to help you determine the relationship between the floors.



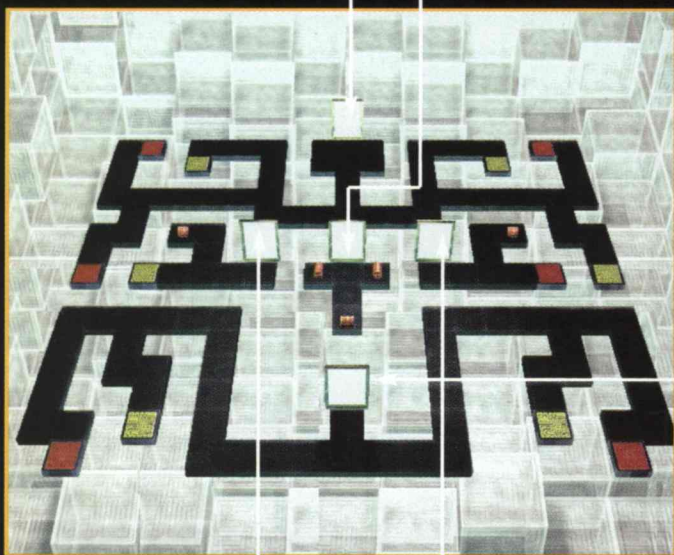
Turning on all the switches causes another yellow tile to appear in the center of the room.

Once you've turned on all the switches in the red- and black-tiled room, a yellow transporter patch appears on the center island. Use the mirrors to return to the lobby and take the center mirror to the new transporter. This leads to the Boss, so you might want to run back outside and save before you take him on.

Once you've defeated the Boss, you'll take possession of the Jewel of Intelligence. This causes both Claude and Rena to remember important events from their past. Which events you see depends on the character you've chosen to play.

TREASURE DATA

Alpha Box
Fairy Glass
Fruit Syrup
Great Punch
Jeanne's Helm
Mirror of Wisdom
Rune Metal



Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.



Boss Data

MAGIC HAND

(60,000 HP/100 MP)

Strong Point(s): Earth, Water, Fire, Thunder, Star, Vacuum, Void

Weak Point(s): N/A

WORK BOX (30,000 HP/100 MP)

Strong Point(s): Fire, Star

Weak Point(s): Thunder

GUARD BOX (30,000 HP/100 MP)

Strong Point(s): Thunder, Star

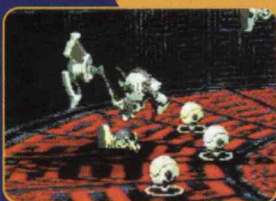
Weak Point(s): Fire

MAGIC BOX x 2 (30,000 HP/100 HP)

Strong Point(s): Fire, Thunder

Weak Point(s): Star

The Guard System 245, developed to protect the Jewel of Intelligence, consists of four separate pieces. Four Boxes (two Magic Boxes, one Guard Box, and one Work Box) feed information and power to a large mechanical hand. Although the Boxes don't attack your characters directly, they are responsible for the powerful and deadly laser-beam attack that the Magic Hand produces. Taking them out first is an ideal solution. Unfortunately, two of the Boxes (the Magic Boxes) are planted right in front of the Magic Hand, so you can attack them only when the Hand is powered down. Once the Boxes have been taken out, the Hand is rendered useless and can be taken out easily.



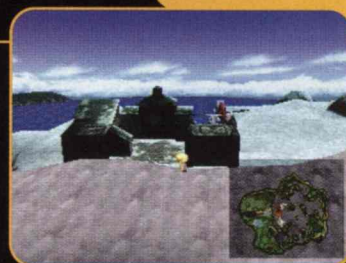
Fight the Guard System 245 by hand or by magic.

The best party composition for this battle is one that is Mage heavy. Celine, with her light-based Spells, such as Lunar Light, will be able to inflict damage on all the pieces while staying out of harm's way. Controlling a single Fighter character, you can then guarantee that when the Magic Hand starts to fire, he or she gets out of the way. If you choose to go with a more balanced party (two Fighters, two Mages), be sure to have Rena ready to heal at a moment's notice.



Giveaway

Giveaway lies on the snowy mountain to the north of the Field of Power. Although this town doesn't play a specific role in your quest to defeat the Ten Wise Men, you will need to visit here if you want to unlock the secret database files in the North City Library.



How to Unlock the Secret Database Files

The first time you visit the North City Library, you'll be amazed by its grandeur. Speak to the Librarian and you'll be blown away by the amount of research data they have stored in their database. Unfortunately, there is a file of secret information that cannot be accessed. Even the Librarian doesn't have access because the passwords were lost long ago.

If you talk to Dean Parel at Giveaway University, you'll learn that one of his researchers, a man named Rayfus, is involved in some questionable stuff. Rayfus will tell you in hushed tones that he's tried hacking into the secret files in the database but that he needs some more information. He asks whether you have any connections with people in the information business.

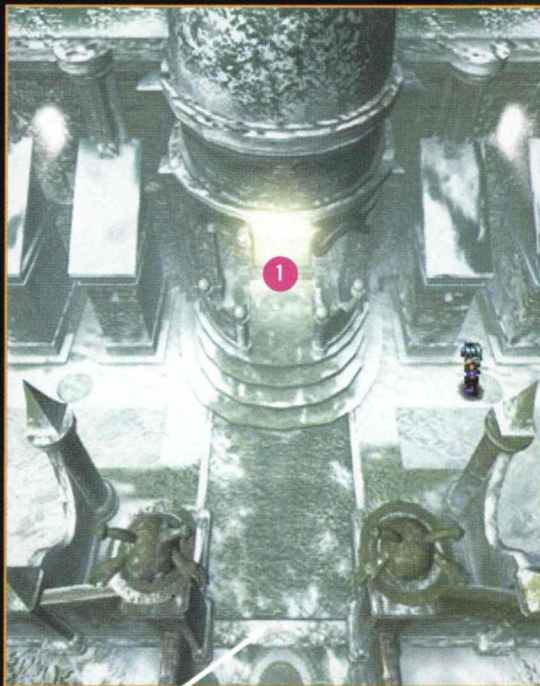
Return to Central City and talk to Chisato (using a PA if she has joined your party) and she'll offer to check her sources to see whether they can find anything. Return later and she'll have a password for you.

Take the password to the North City Library and give it to the Librarian. Now you'll be able to see the subject headers in the secret database, but not the actual information.

Go back to Giveaway after you've visited the Heraldry Weapons Laboratory and give Rayfus the access code you learned. Doing so allows him to hack further into the files to the point where you can actually start reading them. However, this access is short-lived; the database's security locks you out again.

Dean Parel will be displeased with your continued hacking but will give you an item called the Pandora's Box to help out. Give this to Rayfus and he'll get to work decoding the files he was able to download.

When you return later in the game, Rayfus will have decoded the files, giving you full access to all of this secret information. Reading it will give you insight into defeating the Ten Wise Men.



BUILDINGS IN GIVEAWAY

1. Giveaway University
2. Noel's house
3. Dining Hall (Fresh Meat)
4. Tavern (Tackle)
5. Inn (Mandarin)
6. Rokumondo's Secondhand Shop

Rena: Private Actions

LOCATION: Giveaway University

PARTICIPANT: Claude

REQUIREMENTS: Claude and Rena's romantic value must be 10 or more and Claude cannot have a higher romantic value with any other female.

DESCRIPTION: Rena finds Claude by himself at the University and wonders what's up. If you want their romance to grow, when he asks Rena a question, have her remain silent, then approach him a second time outside the University and let him spill his guts.

LOCATION: The Mandarin Inn

PARTICIPANT: Ashton

REQUIREMENTS: Ashton must be in your party and you can't have completed the Four Fields.

DESCRIPTION: Rena finds Ashton wondering about his birthday now that he's fused with the two dragons. If you treat him sensitively, your relationship with Ashton will improve slightly.

Claude: Private Actions

LOCATION: A classroom in Giveaway University

PARTICIPANT: Ernest

REQUIREMENTS: Ernest must be in your party.

DESCRIPTION: Claude finds Ernest checking out the University. The revelation that it is exam time leads the two to discuss exams and education. Impress Ernest by taking the exam process seriously.

SHOPPING GUIDE

Traveling Salesman

Item	Price
Dictionary	20,000 FOL
Holy Cloak	30,000 FOL
Beret	40,000 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL
Feather Pen	20 FOL
Conductor's Baton	85 FOL
Magical Camera	9,800 FOL
Magical Film	900 FOL
Spectacles	8 FOL
Fountain Pen	460 FOL
Pet Food	10 FOL
Bandit's Glove	40,000 FOL
Smith's Hammer	250 FOL
Iron	200 FOL
Vellum Paper	150 FOL
Material Kit	1,200 FOL
Hard Ring	800 FOL

Dining Hall (Fresh Meat)

Item	Price
Seafood	500 FOL
Meat	300 FOL
Egg/Dairy Products	10 FOL
Hamburger	200 FOL
Beef Croquettes	420 FOL
Steak	600 FOL

Inn (Mandarin)

50 FOL per person, per night

Rokumondo's Secondhand Shop

Item	Price
Cure Poison	140 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL
Resurrection Bottle	3,600 FOL
Fairy's Statue	400 FOL
Mirror of Wisdom	1,200 FOL
Poison Check	5,000 FOL
Paralysis Check	6,000 FOL
Stone Check	7,000 FOL
Pet Food	10 FOL

Claude and Rena: Private Actions

LOCATION: Giveaway

PARTICIPANT: Precis

REQUIREMENTS: You must have chosen the first option in the Precis hide-and-seek PA in Mars.

DESCRIPTION: Precis wants to play hide-and-seek with you again. If you can find her, she'll give you a Nuclear Bomb, and your friendship values will improve. Check out the second-floor hallway in the University, the University Library, and the street outside Noel's house.

LOCATION: The Library at Giveaway University

PARTICIPANT: Chisato

REQUIREMENTS: You must have Chisato in your party. Available until you clear all four of the Fields and return to speak to Narl.

DESCRIPTION: You find Chisato in the Library researching Nede's history. You listen to her suspicions that only half of the story of the Ten Wise Men is being told.

LOCATION: Noel's house

PARTICIPANT: Noel

REQUIREMENTS: You must have Noel in your party. Noel's romantic values with all the females in your party must be below 10.

DESCRIPTION: You visit Noel at his home and are greeted by a female friend of his. Noel speaks of their long relationship but blows you away when he tries to fix her up with another man.

TREASURE DATA

Fairy Glass

Star Ocean

THE SECOND STORY™

Field of Power

The Field of Power

Climbing up the mountain to the temple at the summit will take you up narrow passageways and through Yety-guarded caverns. The trick to surviving this dungeon is having the best armor that you can buy (or make) so that your AC offsets the increased strength of the monsters here. Mithril is the preferred material of choice, so hone your Blacksmithing skills or purchase Mithril equipment from the secret shop on the islands (see note). The expense is high, but the increase in AC will more than make up for it.

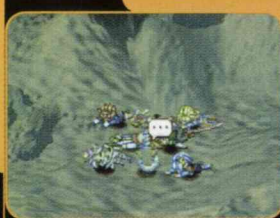


The Yety spots you, then closes in for the kill! Don't let the Yeties get near that switch!

The trick to reaching the summit is getting past the Yeties stationed in the middle of each of the caverns. When you approach one, it attacks in defense of the switch it guards. Your job is to defeat the Yeties while preventing them from triggering the switch. If they do happen to trip one of the switches, the fight ends immediately and the cavern becomes blocked by an immovable rock slide, preventing you from reaching the other side, or from reaching the treasures the cave holds. Because the switch is on your side of the battlefield, there's no excuse for letting them get that close. The best party composition for these battles is three Fighters and Rena. Take control of Rena and move her in front of the switch. Then, from that vantage point, have her heal the Fighters as they take on the Yeties. Should one of the Yeties escape their onslaught, you can have Rena defend the switch with all her might.



Midway up, you'll find a pleasant promontory overlooking the sea. Be careful not to talk too loudly there lest you cause an avalanche!



The Field of Power is on a snowy mountain to the northwest of Central City.

Before you venture in, you should explore the little islands nearby for hidden secrets.



When you reach the summit, you'll find a Save Point before a long wooden bridge. As you cross over to the temple, the Guardian will swoop down and administer a final test before letting you pick up the Jewel of Power.



But where's the Jewel?

On a small island next to the Field of Power, just large enough to land your Synard on, is a well-hidden shop. Called the Fake Gallery, this store sells some of the most powerful items on Nede and is a must-see before you venture into the Field of Power!



Walking right about here will lead you into an unmarked area.

Fake Gallery Item List

Item Name	Price
Wizard's Hat	65,200 HP
Mithril Helm	83,400 HP
Mithril Mesh	250,000 HP
Wizard's Mail	240,000 HP
Steel Armor	52,000 HP
Crestier Guard	36,600 HP
Rare Gauntlets	105,000 HP
Mithril Greaves	76,000 HP
Tri-empem	31,419 HP
Sacknoth's Helmet	12,000 HP
Magical Rasp	35,000 HP

Boss Data

GUARDIAN
(130,000 HP/0 MP)

Strong Point(s): Earth, Fire, Water
Weak Point(s): Darkness



The Guardian is the most difficult Boss you'll meet in the Fields quest. If you thought that the Guard System 245 was tough, you haven't seen anything yet. The Guardian is massive and incredibly strong. If you don't have the strongest armor you can buy (or make), you'll stand little chance of surviving this battle.

The best party composition is three Fighters and Rena. Keep Rena out of the way and healing, as always, while the Fighters gang up on the Guardian using all the Killer Moves at their disposal. Use the Fairy Mist item (made through the Compounding Specialty) to suspend the use of MP temporarily so that you can cast Spells and Killer Moves without fear. Characters like Opera and Chisato whose Killer Moves inflict multiple attacks work well in this battle, and Claude should make good use of his recently learned Dragon Howl Killer Move. The objective here is to keep your attacks so consistent that the Guardian doesn't have the opportunity to get in an attack of his own. If you can dizzy him with the force of your attacks, then you're doing well.



The best way to dizzy and immobilize the Guardian is to gang up on him with Killer Moves!



Expect this battle to take a long time and use up a lot of your resources. If you have problems winning it, check your battle arrangements and try reappportioning your Skill Points to skills that increase your HP and strength.

YETY (20,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Fire

Defeat the Yeties with brute force while keeping them away from the rock-slide switches!



GHOST (20,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): N/A

These ogre-like monsters possess high attack strength and even higher Hit Points. Their strong physical attacks make them dangerous opponents.



MONSTER DATA

ATULATUL (5,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): N/A

These golden soldiers hang out in the back line of enemy armies. They attack from afar by throwing their spears.



INSANELOAD (8,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light, Darkness

Another soldier-type enemy that uses its sword as a boomerang.



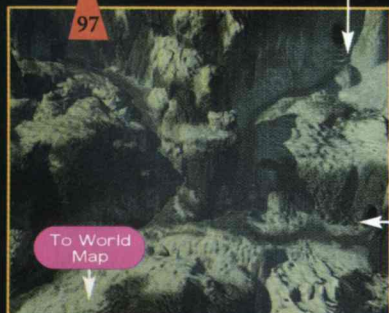
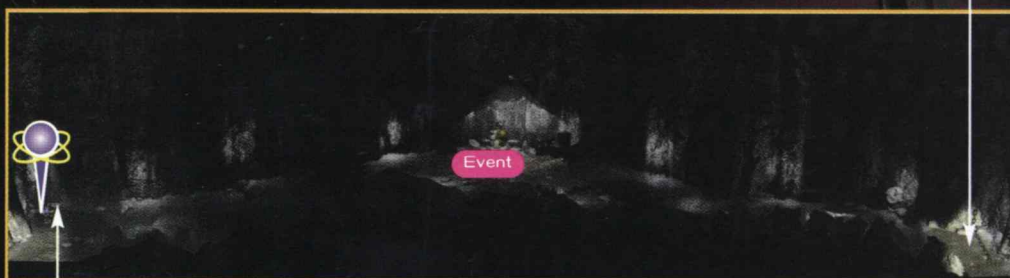
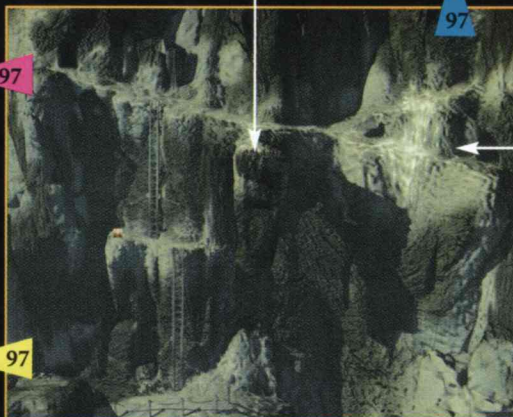
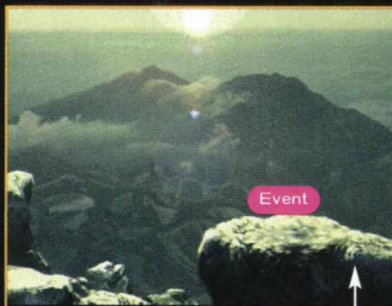
DARKCRUSADER (10,000 HP/0 MP)

Strong Point(s): Water, Darkness
Weak Point(s): Light

Similar to the Insaneload, this type of soldier also throws its weapon like a boomerang. Its increased Hit Points make it a little more difficult to defeat.

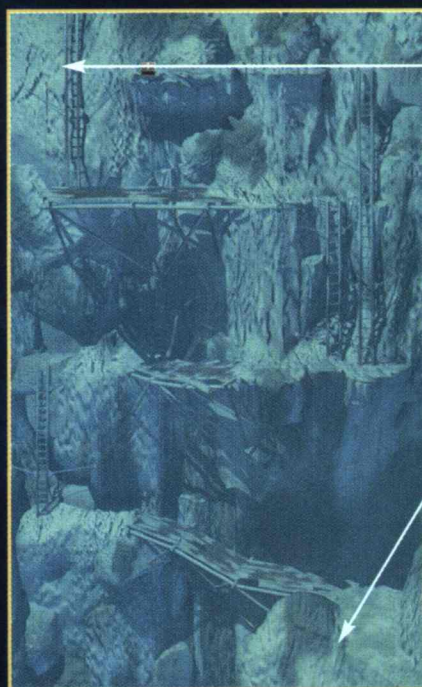
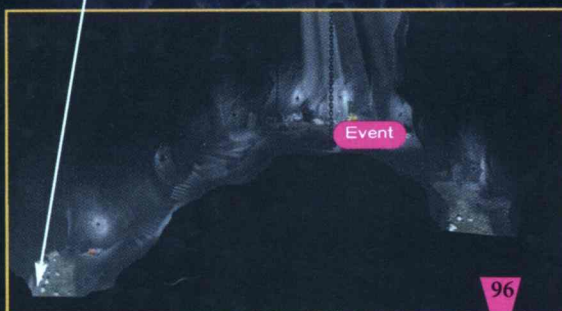
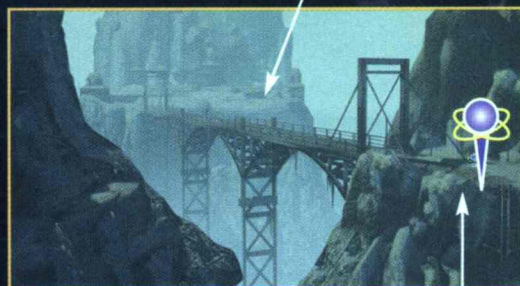
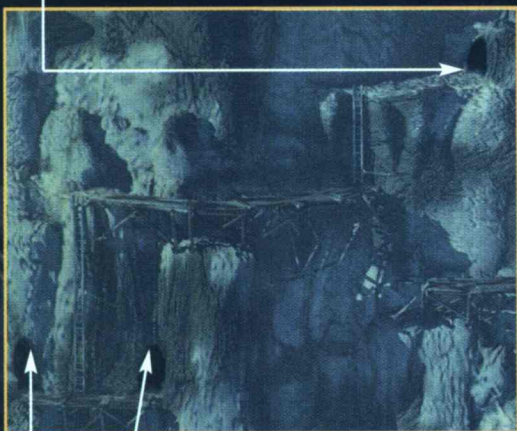
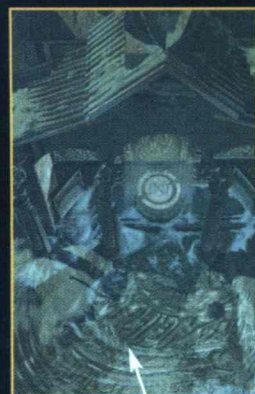


Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.



TREASURE DATA

Artemis Leaf
Assault Bomb
Blackberry
Jeanne's Armor
Marvel Sword
Melting Lotion
Rune Full Moon
?GUARD (Mithril Helm)



Star Ocean

THE SECOND STORY™

Field of Courage



Found in the center of a heavily forested island, this is the third of the Fields you must complete to understand the power of the Nedians.

The Field of Courage is very similar in strategy to the Field of Power. In other words, this is

another dungeon where brawn supersedes brainpower. You need to learn a few tricks here, though. To begin with, the sign at the beginning says it all. "You should advance forward," means that you must always make forward progress through the dungeon, never backtracking. If you should wander down the same path twice, you'll be transported to the looped tunnel to the left of the entrance.



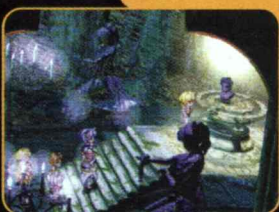
Backtracking will lead you to a looped tunnel in the southwest corner of the dungeon.

The second trick is that you need a certain statue, the Warrior Statue, before you can take the teleporter to the Temple of Courage. Grab it from a room in the northwest corner of the Field and then head down to the teleporter in the corner directly opposite.



You can't use the teleporter unless you have the statue for the temple altar.

Be careful as you fight the monsters in the cavern. The pillars holding up the walls have a tendency to



fall whenever one of your characters casts a particularly strong Spell.

Watch out!

When you get to the temple, place the Warrior Statue on the altar. This causes the Guardian of Courage to appear. He will test you in much the same way as the Guardian of Power. Defeat him and you can claim the Jewel of Courage.

MONSTER DATA

RIKILU (10,000 HP/0 MP)

Strong Point(s): Water

Weak Points(s): Vacuum

The Rikilo is seen in the company of Otifs and is a stronger version of the beast you met in the Field of Intelligence. Its attack can cause status anomalies, so be sure to have Dispel Spells handy.



OTIF (8,000 HP/0 MP)

Strong Point(s): Water

Weak Points(s): Earth

These monsters can willingly split into two pieces, making it extremely important to kill them quickly. Watch out for their attacks, which can poison your characters!



FENRILBEAST (25,000 HP/0 MP)

Strong Point(s): Water, Fire, Thunder

Weak Points(s): N/A

It's hard to say which is worse, getting hit by the Fenrilbeast's tail or feeling a blast of its breath. One causes more physical pain, while the other can cause nasty status anomalies like petrification.



Boss Data

GUARDIAN
(130,000 HP/0 MP)

Strong Point(s): Earth, Fire, Water

Weak Points(s): Darkness



This Guardian is identical to the last, and the same tactics that proved successful in the previous battle will hold true here. Remember to stun him with Killer Moves and continue attacking so that he can't strike back. Restocking your supply of Fairy Mist will make this bout easier. You should be at a high enough level after your trip through the dungeon for this battle to be slightly less difficult than the first.



A constant stream of Killer Moves will be sure to dizzy him.

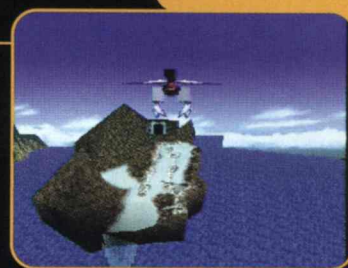


Star Ocean

THE SECOND STORY™

Field of Love

Floating high above the islands of Energy Nede is the Field of Love. This is the last of the Four Fields, and it remains sealed until you have the Jewels from the previous three Fields.



The Field of Love is a surprisingly small Field. The most troublesome parts are the narrow bridges joining all the sections. Depending on your battle formation, getting thrown into battle while on one of these may cause characters to fall off and reappear in unsupported areas. The Astral Shift formation or Tri-Shift 1 are your best bets here.



Before and after you touch the switch.

The only puzzles to be solved come in the form of two switches that rotate bridges into place. You must touch both of them before you can proceed to the final area.



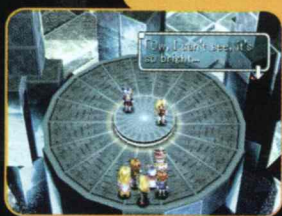
Opera is taken hostage!

When you arrive at the Temple of Love, you're greeted by Lover, a woman whose intentions aren't exactly pure. She's looking for the Rune Codes and won't take no for

an answer. In fact, she takes one of your teammates hostage just to prove her seriousness. The hostage is chosen randomly, and if one of your battle party is chosen, he or she will be returned in time to fight. A battle ensues between you and Lover's party.

Rena and Claude's lesson in the nature of love begins.

When the battle is over, Claude and Rena stand on the altar in confusion, wondering where the Jewel of Love is. After the usual flashback, the Jewel makes its appearance and your team must return to Central City and Narl with all the Jewels as proof of your graduation.



TREASURE DATA

Holy Rod
Hot Syrup
Resurrection Mist
Serpent's Tooth

Boss Data

LOVER
(60,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light



Love is a follower of the Ten Wise Men and was sent to acquire the Rune Codes from you. Although she talks tough, this little pixie isn't nearly as powerful as you would think. The Spell-casting Breakwings are more of a problem because their attacks occur more often and inflict greater damage on the whole party. Take them out first, then concentrate on Lover.

This is the last of the Breakwings.



MONSTER DATA

CONTROLKEY (14,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): N/A

Like the Controller, this monster uses its connector plugs to attack, charging up with electricity.



RIKIHA (15,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Thunder, Light

The third form of the Ricki monsters is nearly identical in attacks to the other two. Attack this beast normally and you should be able to kill it without problem.



MASTERWIZARD (35,000 HP/400 MP)

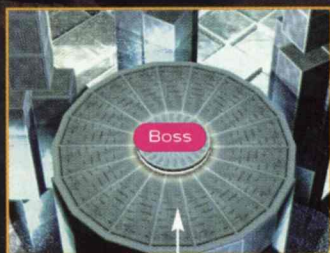
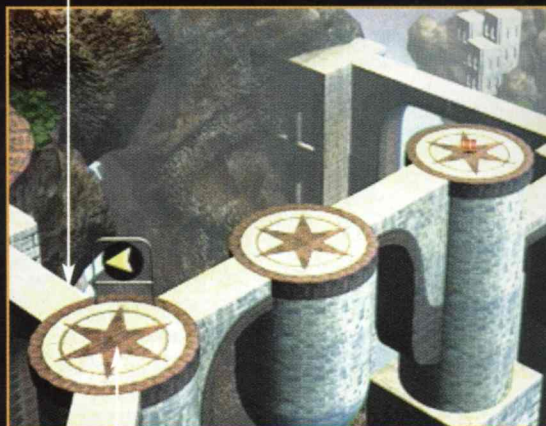
Strong Point(s): Earth, Fire, Water, Wind, Thunder
Weak Point(s): N/A

These Wizards have advanced Spell-casting powers that are on a par with those of your own Mages.





Match the colored arrows to find linking paths on this map. Numbers on the arrows indicate the page on which you'll find the matching color arrow.



BREAKWING (30,000 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): Vacuum

Breakwings appear with the Boss in this dungeon but become a staple in later dungeons. They are super strong, having the ability to cast powerful Spells like Star Flare. They also phase in and out of existence, which makes it hard to aim at them.



GELATINBLOCK (80,000 HP/0 MP)

Strong Point(s): Everything
Weak Point(s): N/A

Super-high defenses make this block of gelatin almost impossible to beat. If you have someone on your team who can actually inflict damage on this thing, the Experience points earned are worth it!



Star Ocean

THE SECOND STORY™

Town of Armlock

From Central City to Armlock: The First Trip to Fienal

Return to Central City with all four of the Field Jewels. There, Narl tells you it's time to take on the Ten Wise Men. Your power should now equal theirs, and the time is right. Marianna, the head of the Defense Force, reports that transport has been arranged in L'Aqua. After a night's rest, Narl teleports you over.



A sad truth is revealed.

In L'Aqua, a new form of animal life, the Herush, is introduced. Similar to the Synard, this whale-like mammal can dive to the depths of the sea with human passengers. You hop on board and arrive in Fienal moments later. Leave the port and walk straight toward the towering steeple of Fienal.



This is the docks in L'Aqua and the favored form of underwater transport.

As soon as you step on Fienal, three of the Wise Men appear and tell you of their plans to destroy the galaxy. They choose a familiar target for the first test of their new weapon and you can't help but watch as they destroy the Earth Federation Battlecruiser *Calnus*. Claude swears revenge when a fourth Wise Man arrives.



The Wise Men choose their target.

Marsilio calls two of his mechanical henchmen to take care of you. These monsters, the Takicodos and Miel 64 are "gun turrets on legs" capable of doing much damage.

However, if you've been faithfully Customizing your weapons and creating your own equipment, you should have no problem defeating them.



Watch out for the Takicodos's Multiple Terror attack!

Nestled next to the mountains on the largest island on Energy Nede, the Town of Armlock is known for the townspeople's artistry in creating weapons.



SHOPPING GUIDE

Weapons and Tool Shop (Milword's)

Item	Price
Force Sword	50,000 FOL
Ruin's Fate	190,000 FOL
Lotus Eater	188,000 FOL
Rune Full Moon	50,000 FOL
Grizzly Claps	140,000 FOL
Ruby Rod	80,000 FOL
Atomic Punch	139,900 FOL
Spark Whip	160,000 FOL
Encyclopedia	50,000 FOL
Lightning Gun	158,000 FOL
Alpha Box	139,900 FOL

Restaurant (Yamato-Ya)

Item	Price
Seafood	500 FOL
Fruit	80 FOL
Grain	145 FOL
Meat	300 FOL
Vegetables	30 FOL
Egg/Dairy Products	10 FOL

TREASURE DATA

N/A

Regardless of whether you found the Takicodos and Miel 64 easy to defeat, Marsilio is an entirely different matter. You can't win this battle, so don't even try. Your attacks will do no damage whatsoever, while Marsilio's Cruelly Rushes attack will destroy you easily.



No one can survive the onslaught of Marsilio's flashing blade.

Marsilio taunts you while Marianna calls for a retreat. When Marsilio intimates that escape is impossible, Marianna offers to sacrifice

herself so that everyone else can get away.

Marianna makes a noble sacrifice.



You find yourself back in Central City in Narl's office. The problem, he says, lies in your current weapons. A trip to the Heraldry Weapons Laboratory will clear up any

confusion you might have about his meaning. Head to the Town of Armlock and meet up with Narl at the Portal of Sealing in the back of the town.

Entering the Town of Armlock

Although the townspeople never use them, the incredible weapons of the Town of Armlock are its best-known attributes. This is where you want to go to buy the strongest weapons found in stores. If you're smart and wealthy, you'll visit here soon after you arrive on Energy Nede.



Rock at Milword's will make sure that you leave well armed.

Other than its weapons, the Town of Armlock is like most other towns except that it is home to a sealed portal leading to the Heraldry Weapons Laboratory. Unfortunately, you get to visit it only once, so enjoy it while you can.



BUILDINGS IN THE TOWN OF ARMLOCK

1. Weapons and Tool Shop (Milword's)
2. Skill Guild (Skill World)
3. Mansion (Mirage's house)
4. Restaurant (Yamato-Ya)
5. Tavern Home (Brew 54)
6. Inn (Elation)

Traveling Salesman

Item	Price
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Spectacles	8 FOL
Smith's Hammer	250 FOL
Material Kit	1,200 FOL
Iron	200 FOL
Silver	200 FOL
Gold	300 FOL
Ruby	400 FOL
Sapphire	800 FOL
Green Beryl	500 FOL
Crystal	500 FOL
Diamond	9,000 FOL
Magic Canvas	1,000 FOL
Magical Clay	600 FOL
Bandit's Glove	40,000 FOL
Fountain Pen	460 FOL
Pet Food	10 FOL
Lilith Tonic	150 FOL

Rena: Private Actions

LOCATION: Mirage's house

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party. This PA is available after you return from the Heraldry Weapons Laboratory and have obtained the N.P.I.D., but before you return to Fun City with it.

DESCRIPTION: This is identical to Claude's PA with Precis above, except that Rena cannot wrest Precis's attention away from her toy. She gives up and likes Precis a little less.

Skill Guild (Skill World)

Skill Set	Price
Sensibility 3	2,700 FOL
Combat 1	400 FOL
Combat 2	1,600 FOL
Combat 3	3,500 FOL

Inn (Elation)

50 FOL per person, per night

Claude: Private Actions

LOCATION: Yamato-Ya Restaurant

PARTICIPANT: Ashton

REQUIREMENTS: Ashton must be in your party.

DESCRIPTION: Ashton invites Claude to join him in the restaurant. If you join him, you'll have the option of choosing one of three drinks. Whichever one you choose, your relationship with each other will improve.

LOCATION: Yamato-Ya Restaurant

PARTICIPANT: Rena

REQUIREMENTS: Ashton must be in your party and you must have chosen the third drink in the previous PA.

DESCRIPTION: Rena asks Claude out on a "date." If you accept and order the same item that you and Ashton shared, your feelings for each other will increase dramatically. If you don't accept her offer, you might lose Rena to Ashton.

LOCATION: Mirage's house

PARTICIPANT: Leon

REQUIREMENTS: Leon must be in your party.

DESCRIPTION: Claude finds Leon looking sad and wonders what's wrong. If you decide to comfort him with one of the first two options, you'll become better friends.

LOCATION: The inn in the Town of Armlock

PARTICIPANT: Precis

REQUIREMENTS: Precis must be in your party.

DESCRIPTION: Precis sneaks up on Claude and covers his eyes with her hands. How you answer her "Guess who?" will affect her feelings for you.

LOCATION: Mirage's house

PARTICIPANT: Precis

REQUIREMENTS: Must have Precis in your party. This PA is available after you return from the Heraldry Weapons Laboratory and have obtained the N.P.I.D., but before you return to Fun City with it.

DESCRIPTION: Claude finds Precis playing around in Mirage's workshop. If you decide to make your presence known, your romance ratings will improve.

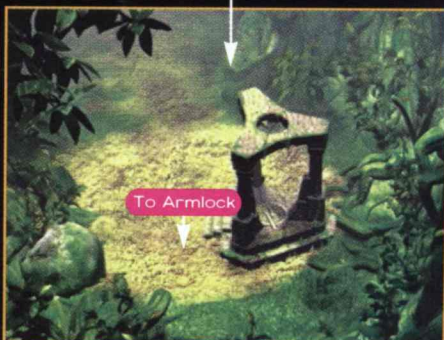
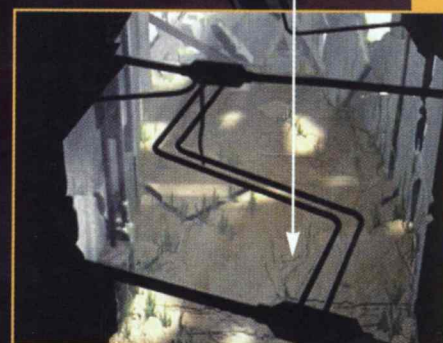
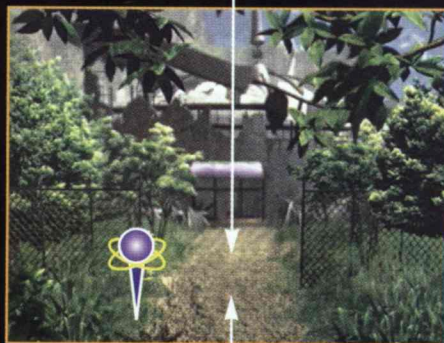
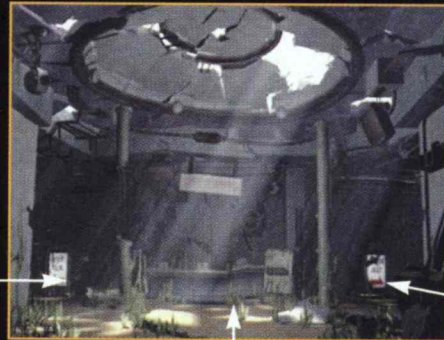
Heraldry Weapons Laboratory

The Heraldry Weapons Laboratory can be accessed only through the sealed portal in the Town of Armlock. The events that happen here are brief but important to the plot. Not only do you learn the way to enhance your weapons so that you can face the Ten Wise Men on equal footing, but you also learn about Rena's mysterious past.

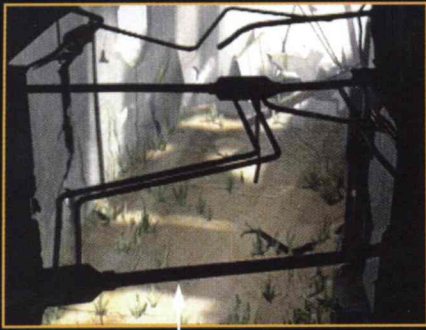
TREASURE DATA

Mind Ring

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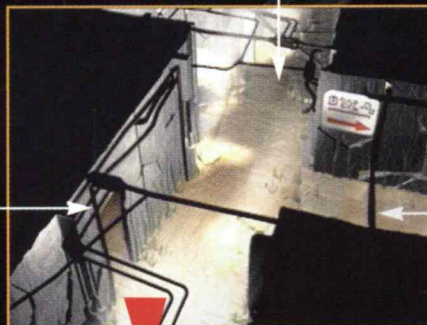
To Armlock



104



Event



Mihne Cavern



Located due west of the Town of Armlock, Mihne Cavern is a mine that was transported to Nede from its original planet of Bark. The inhabitants are said to be made of a certain ore necessary to create antiproton metal.

When you return to Armlock from the Heraldry Weapons Laboratory, Narl has the design plans for a new weapon. He takes both the plans and you to a genius engineer named Mirage, whose house is in the Town of Armlock.



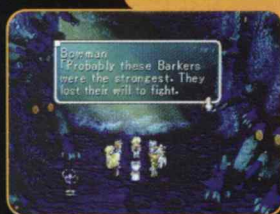
"Forget about the introductions. Now just what do you want with me?"

Mirage is not the most socially adept of people.

At her house, Mirage looks over the plans and is impressed with

the sword they describe. Unfortunately, if she is to build it, she needs you to collect some LEA metal from Mihne Cavern. Let me rephrase that: you have to collect the corpses of the indigenous creatures there, specifically the Boss. Mirage gives you the key, and off you go.

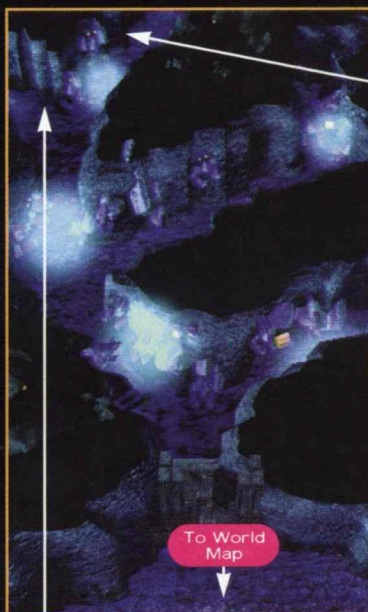
Mihne Cavern is very straightforward, with no switches to push or secrets to solve. Its passages are guarded by the Breakwings you encountered in the Field of Love, accompanied by the usual host of monsters. The only Bark that you will encounter is the Boss at the end of the dungeon. It is a tough monster to beat, but its death will bring a sense of tranquility to the rest of the cavern, leaving you with safe passage out.



Borman: "Probably these Barkers were the strongest. They lost their will to fight."

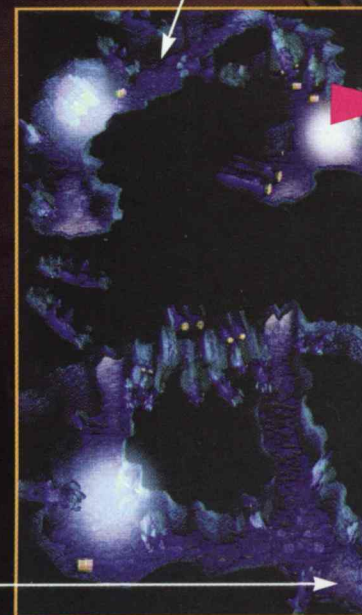
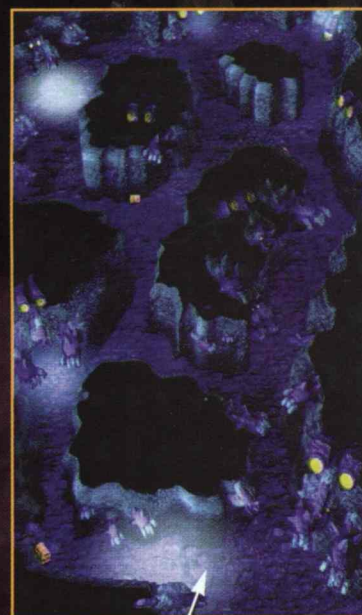
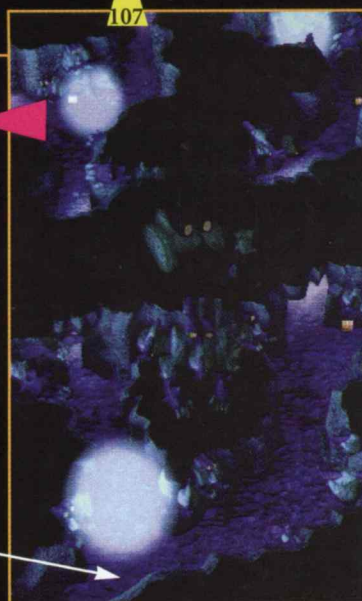
The death of the Bark brings peace to the cavern.

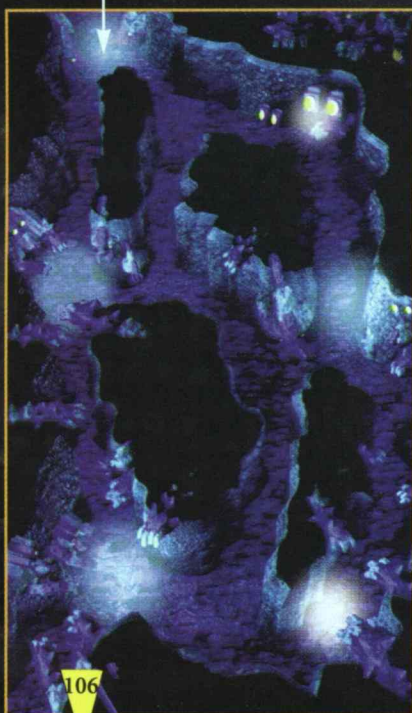
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TREASURE DATA

Aceras
Dummy Doll
Encyclopedia
Fresh Syrup
Fruit Syrup
Lightning Gun
Meteorite
Mithril Mesh
Smelling Salts
Smith's Hammer
Spring Water
Wonder Drug
?MINERAL (Damascu)





MONSTER DATA

BURST (6,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Light

Another member of the Balloon class of monsters. Kill them quickly before they leach your MP away.



Boss Data

BARK
(150,000 HP/400 MP)

Strong Point(s): N/A
Weak Point(s): N/A



The Bark is a silicate creature that seems almost invulnerable at first glance. However, the methods to defeat it are similar to those used on the Guardian Bosses in the Fields of Power and Courage. Because the Bark has a tremendous amount of HP, you will want to attack it personally, using a team of three Fighters. Characters who can inflict multiple hits with one attack, either through Killer Moves or plain weapon attacks, are especially helpful here. Rena should, as always, remain in the back, ready to heal at a moment's notice. The key to winning this battle is perseverance.



Once again, the Bark loses his patience.

The Bark himself is limited to one attack. Called Lost Patience, this one Spell has a large attack radius and can inflict an average of 4,000 HP worth of damage on every character caught in its range. You will need to make sure that Rena can heal everyone thoroughly before he casts again.

EVILWATER (40,000 HP/0 MP)

Strong Point(s): Earth, Water
Weak Point(s): N/A

One of the strongest slimes, this pool deals out status anomalies while you try to whittle away its HP.



Star Ocean

THE SECOND STORY™

Fun City

Fun City is home to the Nedian Funhouse amusement park. The entrance fee is 75 FOL per person, but once you get the N.F.I.D. you can visit for free!

The Ten Wise Men Simulation

When you deliver the LEA metal to Mirage, she makes an astonishing suggestion. Because the weapon will take three days to forge, she tells you to go to the amusement park in a town called Fun City and gives you a free pass (the N.F.I.D.)

Unfortunately, you're not going to the Nedian Funhouse to play around. Narl and the members of the Nedian Defense Force have come up with a Ten Wise Men battle simulation. This will enable you to hone your skills while Mirage creates your antimatter weapons.

Three days later, Mirage brings the Sacred Tear sword for Claude and the Fallen Hope knuckles for Rena. The Void Matter item will provide protection to any other weapons you should use.

The best weapons Claude and Rena can have right now are the Eternal Sphere sword and the Empresia knuckles. These are created using the Customize specialty and are more powerful than the antimatter weapons you've just been given.

Mirage's timing is impeccable: the first wave of Wise Men decides to take you on a bit early. You decide to go back to Central City and see Narl, but not after another round in the simulator. Unfortunately, you won't be fighting holographic enemies this time. Berle appears to put an end to the rivalry started at the Eluria Tower. He is accompanied by Shigeo and Marsilio. After a few volleys of taunts, the battle begins.



BOSS DATA

MARSILIO (150,000 HP/100 MP)

Strong Point(s): Earth, Fire, Thunder, Darkness
Weak Point(s): N/A

Marsilio attacks first and is much as you remember him. The only difference is that your attacks can now do a significant amount of damage to him. Use your Fighters to keep Marsilio dizzied and constantly under attack so that he can't pull one of his Killer Move attacks, like Cruelly Rushes.



SHIGEO (160,000 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): N/A

After you've defeated Marsilio, you realize that you have to go after the other two. Shigeo lies in wait right outside the Fighting Arena, cruelly blasting innocent bystanders to bits. Shigeo is extremely fast and has one volatile attack that can stone the characters it affects. Boost your characters' speed and take him out with whatever Killer Moves or Spells you have at your disposal.

While you fight Marsilio and Shigeo, Berle escapes and manages to make it to the Town of Armlock. When you arrive, he has already begun to attack Mirage. You have no choice but to defeat him.



Infringement looks innocent enough, but it can stone your characters.

Rena: Private Actions

LOCATION: Fighting Arena

PARTICIPANT: Celine

REQUIREMENTS: Celine must be in your party and know the Specialty Compounding. Rena's friendship level with Claude must be 8 or above.

DESCRIPTION: Rena spots Celine running away from the Fighting Arena pursued by a crowd of people. If you choose to follow her, you learn all about her accident with an Aphrodisiac and risk being affected as well. If you choose to ignore her, you'll find the Aphrodisiac bottle she dropped and can choose what you want to do with it.

BERLE (170,000 HP/100 MP)

Strong Point(s): Earth, Water, Fire, Wind, Thunder, Star, Vacuum

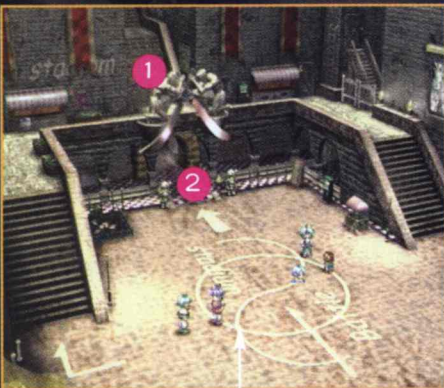
Weak Point(s): N/A

After defeating Marsilio and Shigeo, you should have a considerable amount of confidence about your chances of success with Berle. Unlike the first time you did battle with him, this time you have the advantage. With three Fighters, you should be able to prevent Berle from using his Meta-Guard attack (a shield that makes him invulnerable) or his Meta-Cancellation sword attack.

Afterward, Rena heals Mirage and the group talks about the battles to come. Before you leave the Town of Armlock, you are summoned to L'Aqua.



Berle becomes invincible while using Meta-Guard.



BUILDINGS IN FUN CITY

1. Fanzine Spot Sale
2. Fun City Fighting Arena
3. Inn (Fun City Hotel)
4. Bunny Races
5. Gift Shop (Gift Box)
6. Restaurant (Light Step)
7. Information Center
8. Tavern (Playgirl)
9. Cooking Master
10. Fortune Tellers

Star Ocean

THE SECOND STORY™

The Games in Fun City

Fun City is a great place to rest and recuperate in between dungeons. It is also a great way to procure items that you can't get anywhere else. Of course, you'll have to win them first, but that's the fun part. There are three types of games to play here: Cooking Master, Bunny Races, and the Fun City Fighting Arena.

Cooking Master



It's a Meat Battle this time!

The building on the eastern side of town houses the arena for the big cooking contest called Cooking Master. The object here is to compete against famous Nedian Chefs

for prizes of rare ingredients. To stand a chance at winning, you'll need to use one of your characters with the Item Creation gift (Leon or Claude are good choices) and equip him or her with a Beret and the All-Purpose Knife. You compete in one of six randomly selected categories (Dessert, Fish, Meat, Vegetables, Full-Course, or a special Slime course) and your goal is to collect as many rare ingredients from the basket of food at the front of the stage as you can and turn them into rare and exotic dishes when you return to your cooking area. To make things more interesting, you are given a meter to measure the pressure you're under. Acquiring rare ingredients and creating successful dishes will decrease your pressure, while making failed dishes will increase it. The more pressure you feel, the higher your failure rate. At the end, the winner is decided based on the types of dishes created. The more dishes you create from the rare items, the better are your chances of winning. Don't expect to win often.

For a list of rare ingredients and the dishes you can make from them, refer to the Cooking lists in "The Skill System."

TREASURE DATA

N/A

Bunny Races



Make your choices carefully.

The Bunny Races are held in an arena on the north side of the park. Buy your tickets from the Bunny mannequin and use them to bet on the Bunny Races. At the start of

the races, the Bunnies are introduced and you get to read about their stats (Speed, Stamina, Condition, and Intelligence). Then the Prize list is displayed and you must choose your first- and second-place winners. The numbers next to the prizes correspond to the place picks (for example, 1-3 Bunny Shoes means that you win a pair of Bunny Shoes if Bunny #1 comes in first and Bunny #3 comes in second). If you choose the correct first- and second-place winners, you will win the prize corresponding to your pick. Base your choices on their stats or on the prizes you can win. Needless to say, the rarer the prize, the less chance your duo will win.

The Fighting Arena



Which to choose?

At the Front Desk, you can choose to register in one of four types of Battle games. In the first, Duel Battle, one of your characters fights a duel against virtual competitors in

four matches. If you win all four bouts, you win a prize. There are five ranks (A-E), and the prizes vary per rank. Characters winning the A Rank will walk away with a rare weapon. Characters accumulate experience points while fighting, making this a great way to level your party up.

The Bullying Battle is almost identical to the Duel Battle except that the character chosen fights against a group of virtual enemies. There are six ranks and winners of three matches are rewarded with Skill Points and FOL.

In the Team Battle, five of your characters fight against a party of five computer-generated monsters. The winners of three matches are rewarded with Accessories.

If you're really hot for a challenge, try the Survival Battle. There you fight to see how many opponents you can eliminate. Defeat all 50 opponents and you win the Fortune Ring, which grants you precious and rare items with each step that you take. If you managed to get Mischief way back in the Port of Clik, then you know how lucrative this type of item can be.

Claude: Private Actions

LOCATION: Fortune-telling room

PARTICIPANT: Rena

REQUIREMENTS: Rena must have a Romantic Level of 12 or more for Claude.

DESCRIPTION: Claude finds Rena having her fortune told. He overhears the end of the session before Rena sees him. If you maintain your ignorance, her feelings toward you will change. If you admit the truth and console her with the third option, her feelings will soar!

LOCATION: The tavern in Fun City

PARTICIPANT: Leon

REQUIREMENTS: Leon must be in your party and have participated in the Cooking Master contest. In addition, Leon's Friendship Level with Claude must be 8 or above.

DESCRIPTION: Leon needs some advice from Claude. If you decide to help him out, Leon will tell you that he has a crush on someone. Go talk to the women in your party and choose one to bring to Leon at the Cooking Master hall. You can choose to let Leon tell the woman himself or you can do the deed. Regardless of who tells, the results depend on the woman chosen.

Gift Shop (Gift Box)

Item	Price
All-Purpose Knife	12,000 FOL
Feather Pen	20 FOL
Fountain Pen	460 FOL
Magical Camera	9,800 FOL
Magical Film	900 FOL
Vellum Paper	150 FOL
Material Kit	1,200 FOL
Conductor's Baton	85 FOL
Beret	40,000 FOL
Aquaberry	105 FOL
Blackberry	200 FOL
Blueberry	60 FOL
Crown	1,600 FOL
Harmonica	500 FOL
Spectacles	8 FOL
Evening Dress	5,000 FOL
Pin Heels	300 FOL
Cure Poison	140 FOL
Cure Paralysis	180 FOL
Cure Stone	450 FOL
Strawberry Jam	50 FOL
Raspberry Jam	60 FOL
Apple Jam	70 FOL
Aloe Jam	80 FOL

Restaurant (Light Step)

Item	Price
Seltzer	1,683,600 FOL
Chicken Doria	520 FOL
Orangeade	110 FOL
Apple Crepes	200 FOL
Pancakes	340 FOL
Chicken Skewers	500 FOL
Fried Rice	300 FOL
Potstickers	280 FOL
Strawberry Mochi	2,250 FOL
Root Beer	300 FOL

SHOPPING GUIDE

Fanzine Spot Sale

Item	Price
Fanzine	800 FOL
Fanzine (musical note)	3,000 FOL
Fanzine ♀	10,000 FOL
Fanzine ♂	10,000 FOL

Fortune Tellers

Fortunes range from 300 FOL for information on game stats (i.e. number of battles fought) to 350 FOL for romantically-based fortunes.

Inn (Fun City Hotel)

50 FOL per person, per night

Cooking Master

Entry Fee is 1,000 FOL

Fun City Fighting Arena

Entry Fee is 2,000 FOL

Bunny Races

Tickets cost 1,000 FOL per race

Claude and Rena: Private Actions

LOCATION: Fighting Arena

PARTICIPANT: Marianna

REQUIREMENTS: This is available after you defeat Berle until you invade Fienal again.

DESCRIPTION: You run into Marianna and are relieved to see her still alive. She insists on testing you and collapses when you refuse. Take her to the inn and she'll give you a Silver Cross. When you speak to her a second time, she gives you a Slayer Ring.

Location: Fighting Arena

PARTICIPANT: Precis and Ashton

REQUIREMENTS: Precis and Ashton must be in your party and their Friendship Levels with one another must be 8 or above. In addition, Ashton must have learned the Killer Move Sword Dance.

DESCRIPTION: You find Ashton trying to teach Precis his Killer Move Sword Dance. When she succeeds in learning it, she also learns the Killer Move Holo-Holograph.

Star Ocean

THE SECOND STORY™

L'Aqua

In days of yore, L'Aqua was an aquarium, open to the public for tours. Now it's the headquarters for the Nedian Defense Force.



Leaving L'Aqua

The guards will tell you to meet Narl in the Research Laboratory, but what they really mean is the Dispensary. If you need to rest and recuperate at any time between now and the end of the game, talk to the nurse and she'll let you rest.



Narl must have stepped into the Dispensary for a few moments.

Narl warns you not to take your recent victories too hard. The seven remaining Wise Men are the strongest of the bunch and will be more difficult to

defeat than Berle and his group.

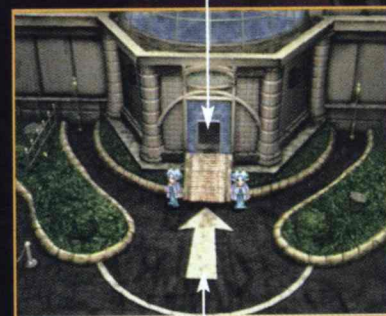


If you've been wondering which of the endings your character is likely to end up with, the beach-side scene will give you a clue.

After an overnight rest, the party departs for Fineal on the Herush. Before you leave, Narl gives you the Crest of Enchantment so you can counteract the Crest of Annihilation that the Ten Wise Men constructed. If you succeed, this will enable the Nedian to bring Expel back into existence.

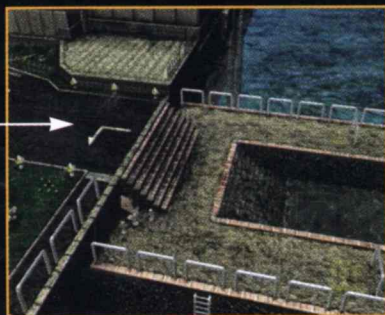
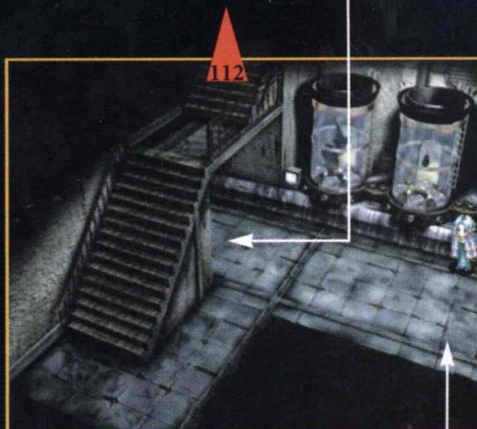


You can return to L'Aqua whenever you like just by riding the Herush back.



TREASURE DATA

N/A



Fienal

The home of the Ten Wise Men lies protected by the same type of energy shield that envelops Energy Nede. The only way you can access this towering castle is through the depths of the ocean on the back of a Herush.



Strategies for Surviving Fienal

Before entering Fienal, make sure that your battle party members (both current and alternate) have the best armor and weapons that you can make or buy. Also, be sure to equip Accessories that are appropriate for your characters. Fighters will do well with strength-enhancing rings, while items that reduce MP consumption (like the Fairy Ring) will help out your Mages. Tri-empls bought at the secret shop near the Field of Power also are great because they increase multiple stats. Also consider items that increase your characters' speed and stamina. Winning (or Pickpocketing) several pairs of Bunny Shoes will be of benefit, too.

Fienal will seem difficult for the first few floors until your characters acclimate to the level of the monsters. You encountered many of these monsters as Bosses in earlier dungeons, while others are the products of a high-tech age. Keep your HP and MP fully restored until you can defeat groups of Takicodos and Miel 64s without batting an eye—or taking too much damage. And remember, knowing when to retreat in order to seek healing and a nice herb shop is the better part of valor.

A welcoming party made up of three more of the Wise Men awaits you in the lobby of Fienal. They introduce themselves as Ruprecht, Jibril, and Niculus, then attack.



The difficulty of this battle depends entirely on the preparation and composition of your party. If your party is heavily armored and possesses high Combat Skills, you'll be able to sail through this battle. Simply allow your Fighters to gang

up. Of the three, Niculus is the weakest, with the lowest HP and the most weak points. Jibril and Ruprecht are stronger and can teleport around the battlefield to evade your attacks—and initiate their own. Attacking them at close range is hazardous, especially because Jibril can suck opponents into his cloak. Your best bet is using mid-range Killer Moves. As always, keeping your opponents stunned, or attacking them consistently, will prevent them from casting Spells.



While your characters gang up on one target by default, you should use your self-controlled fighter (i.e. Claude) to take on one of the other two enemies.

Navigating Floors 1 through 5 is pretty straightforward using the maps. On the fifth floor, you'll meet the next two Wise Men, Vesper and Decus.

BOSS DATA

RUPRECHT (105,800 HP/200 MP)

Strong Point(s): N/A
Weak Point(s): N/A



JIBRIL (85,200 HP/180 MP)

Strong Point(s): N/A
Weak Point(s): N/A



NICOLUS (45,500 HP/150 MP)

Strong Point(s): N/A
Weak Point(s): Earth, Fire, Thunder, Darkness



BOSS DATA

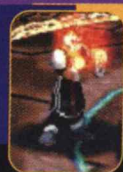
VESPER (140,000 HP/200 MP)

Strong Point(s): N/A
Weak Point(s): N/A



DECUS (180,000 HP/300 MP)

Strong Point(s): Earth, Fire, Wind, Thunder, Vacuum, Star, Light, Darkness, Void
Weak Point(s): Water



This battle is much more difficult than the last, mainly because both of these Wise Men are extremely powerful. Decus is the one covered in fire. Naturally, he tends to cast fire-based Spells. You'll see him trying to cast Spicule most often, but if you're quick enough, you can keep him from completing it. Vesper is the fast one, and has a tendency to cast beam attacks. As before, have your characters gang up on the two using Killer Moves and weapon attacks. The idea, once again, is to keep them from casting any of their damaging Spells.



Try to keep the Wise Men under constant attack so they can't complete their Spells.

The sixth floor provides a nice breather. There are no monsters to be found here, but rather a friendly logic puzzle. The rooms fall into a four-by-four grid, and you start in the second room on the first row. The color-coded switches in the majority of the rooms are used to open specific sets of doors (as shown on the map). The switches are red (left), yellow (middle), and blue (right). In four of the rooms, you'll find the single switches used to open specially locked doors. You have to trigger each one of these switches before you can exit the floor.



You have to get the treasure in the northeast room before you touch any of the special switches.

Continue making your way up the tower. On the seventh floor, you'll take on Cyril, the next-to-the-last Wise Man. He's the most difficult enemy

you've faced yet. If you defeat him with ease, you'll have no problem with Indalecio.

BOSS DATA

CYRIL (300,000 HP/5,900 MP)

Strong Point(s): Everything

Weak Point(s): N/A



Cyril's big attack is Wind of Destruction. If you find that Cyril has suddenly become invulnerable to your attacks, you can bet that he's preparing to cast this Spell (it has a built-in invulnerability period). And because it does a tremendous amount of damage to your party (4,000+ HP per person), you'd better start hoping that everyone is able to handle the blow. Fortunately, Cyril is prone to casting this Spell at the start of the battle, when everyone is fresh—although it is distressing to have your first blows inflict no damage. The best way to prevent him from casting Wind of Destruction again is to gang up on him. Keep him so besieged that he doesn't have time to teleport away and begin weaving his Spells. This is also how you can ultimately defeat him, but be prepared to spend a lot of time whittling away at his HP.

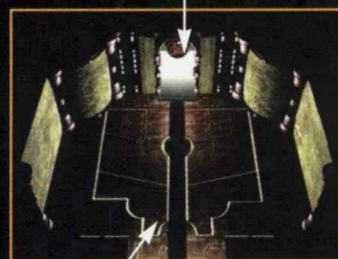
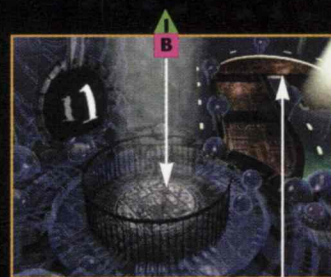
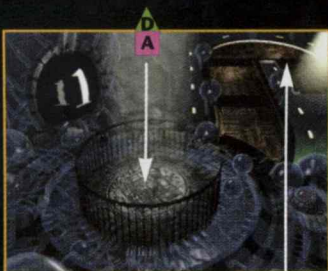


If you're inflicting zero damage, it's a good sign that Wind of Destruction is about to hit.

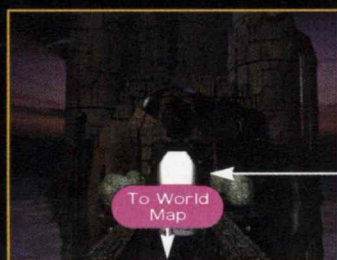
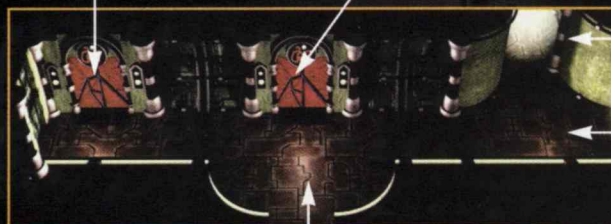
After fighting your way through the next two floors, you'll reach the final ascent to Indalecio's chamber. Once you defeat this final Boss, you'll get to see how the whole story ends and how your party members fare after the quest is over.

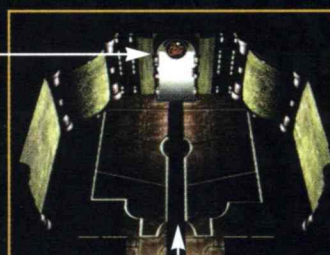
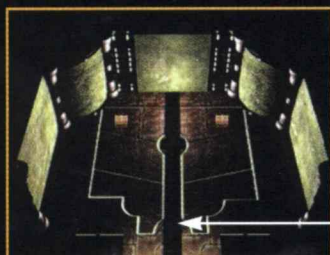
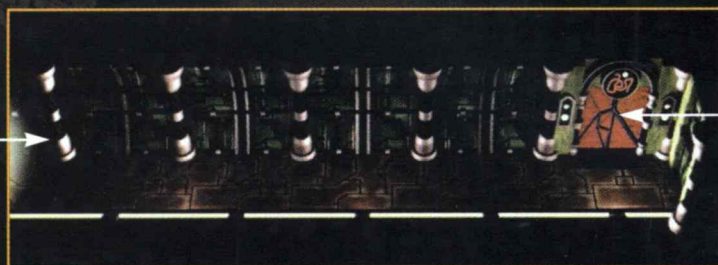
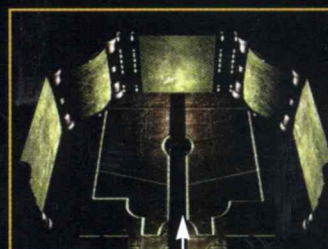
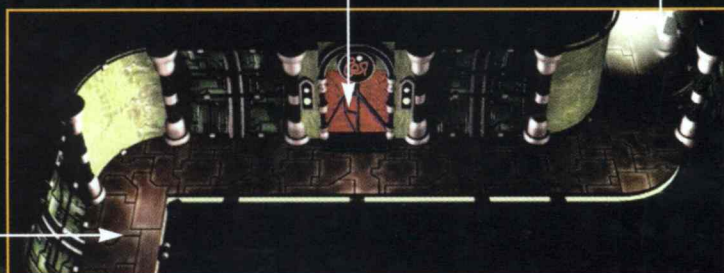


First Floor

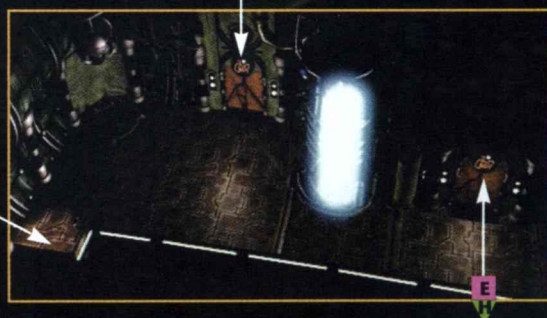


The pink letter designates the transporter location. The green letter designates where you can transport to. For example, the pink A is the name of the screen above. The green D tells you that this transporter will take you to the screen with the pink D.





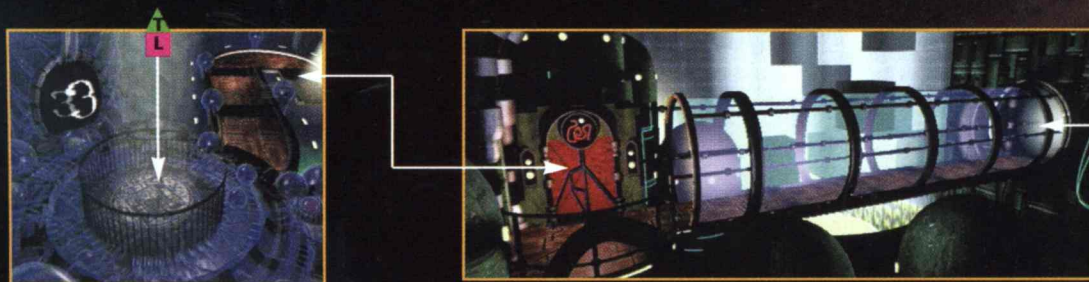
Second Floor

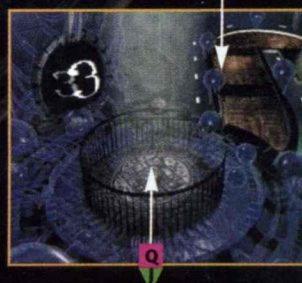
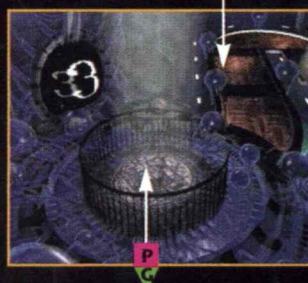
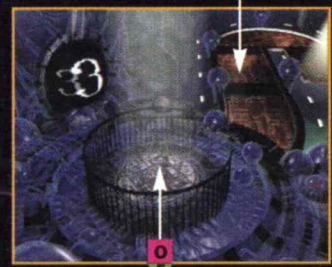
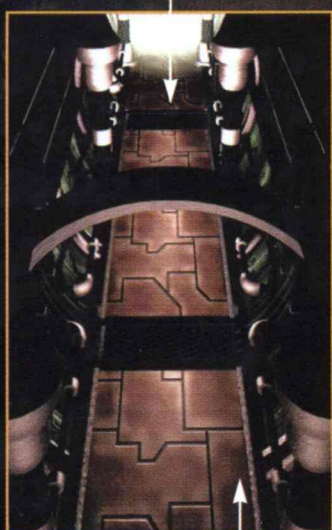
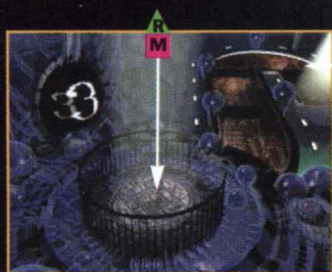


Second Floor



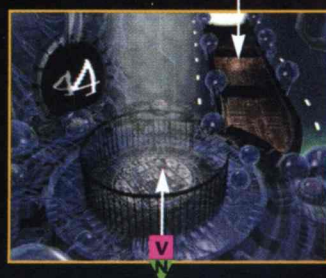
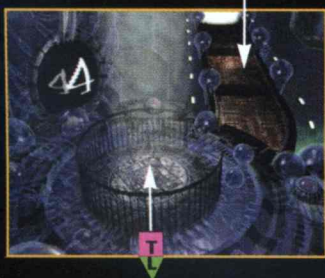
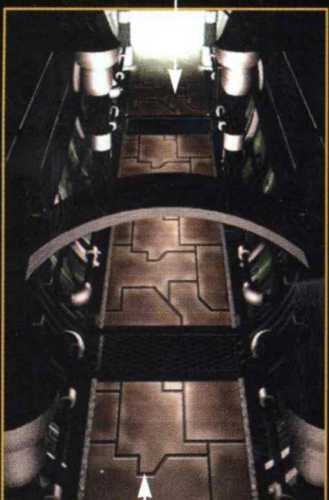
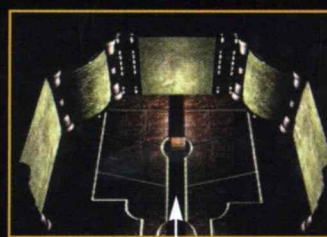
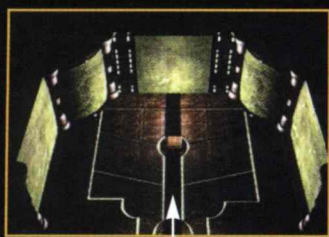
Third Floor





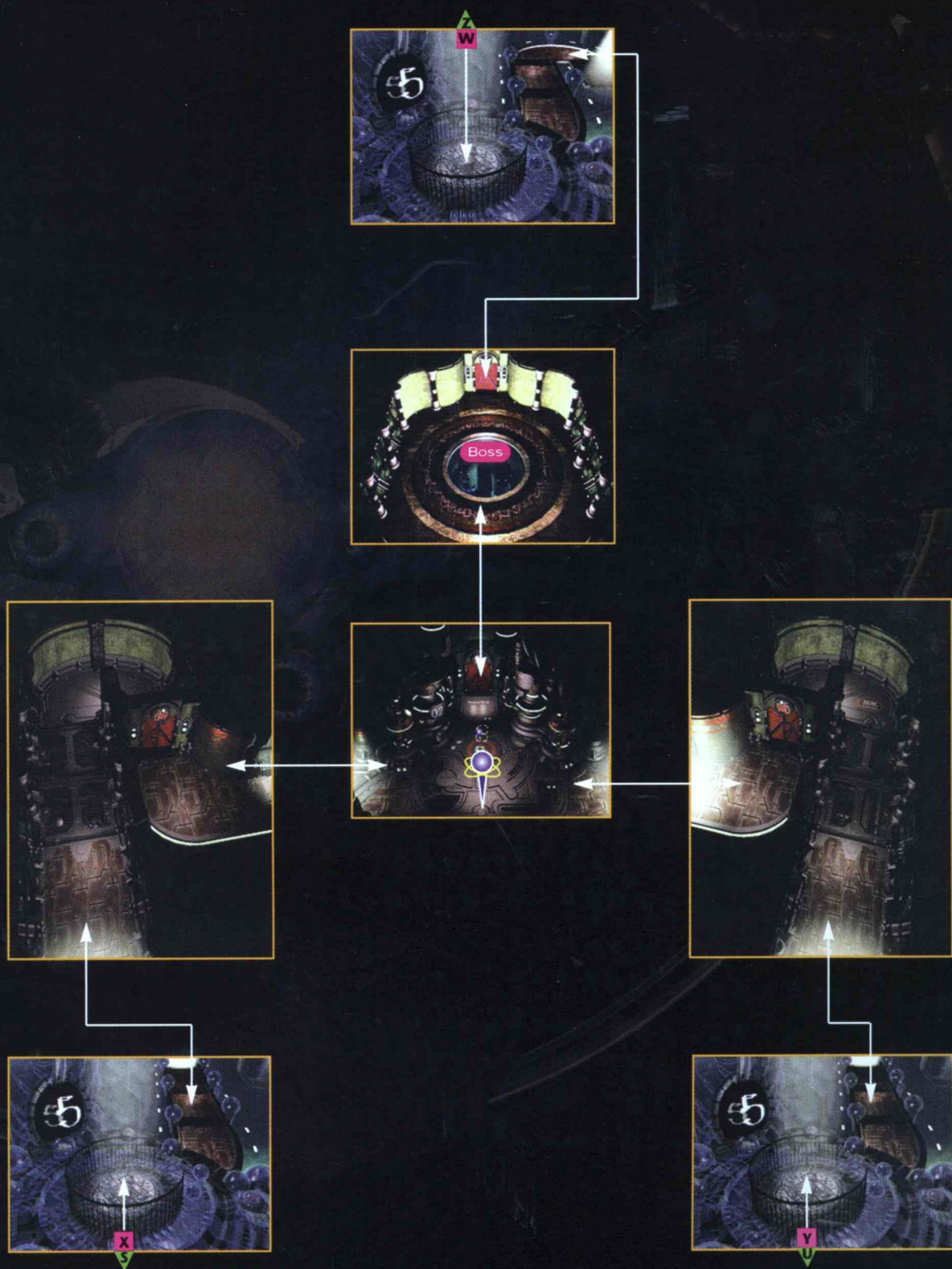
Third Floor

Fourth Floor



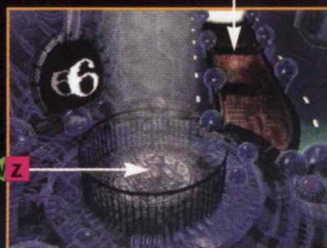
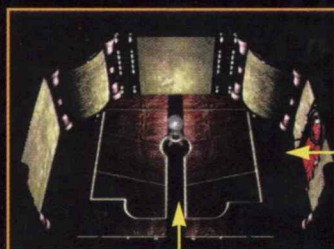
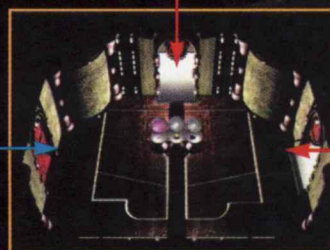
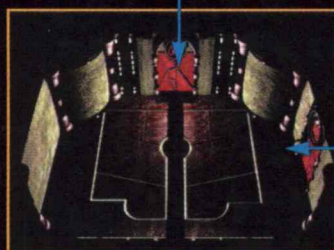
Fifth Floor

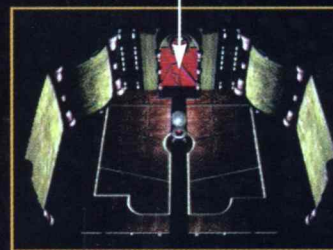
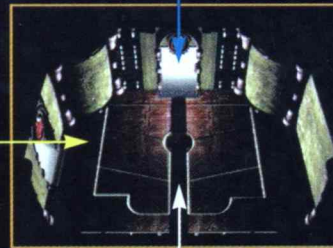
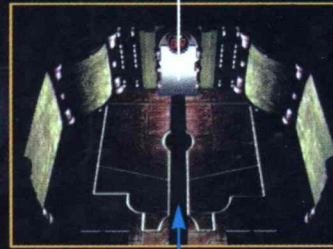
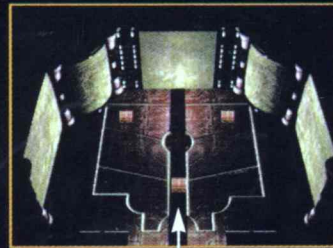
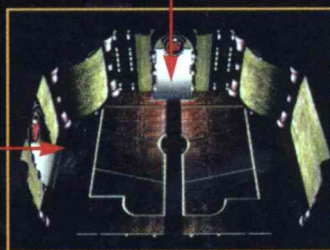
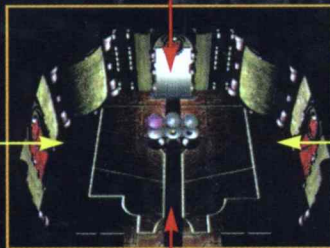
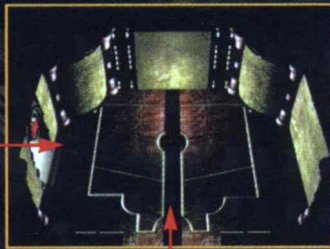
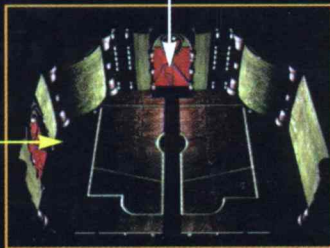
WALKTHROUGH OF ENERGY NEDE



Sixth Floor

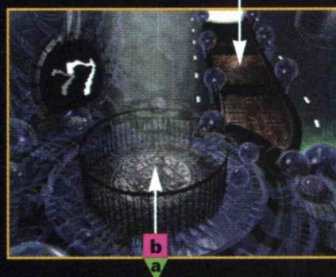
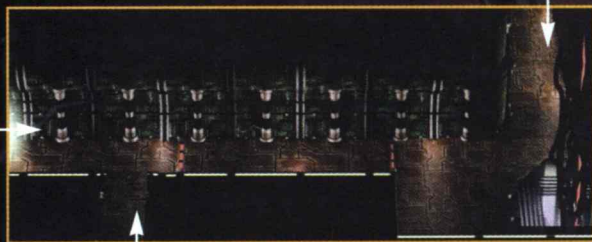
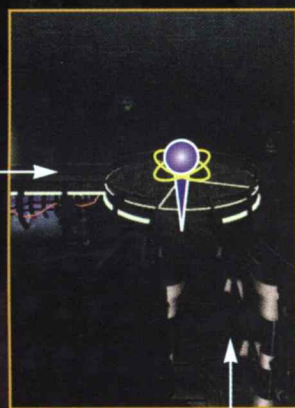
The color-coded switches in the majority of the rooms are used to open specific sets of doors. Single switches are used to open specially locked doors. Use the color-coded arrows to figure out which color switch opens which door.

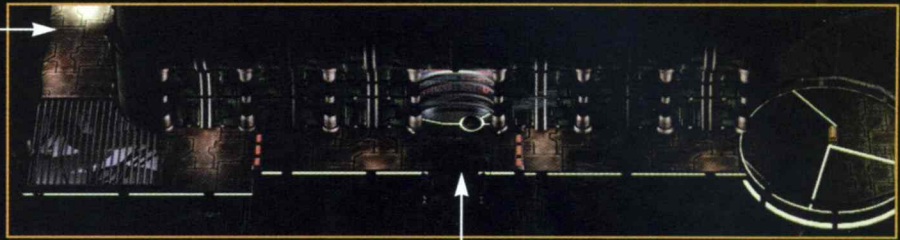




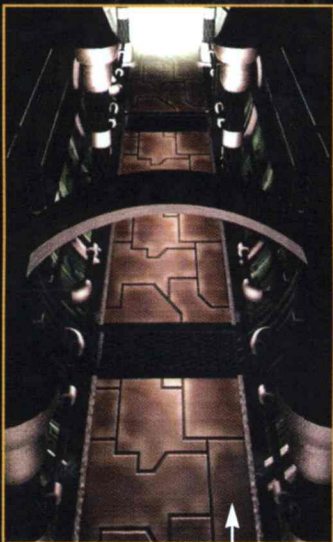
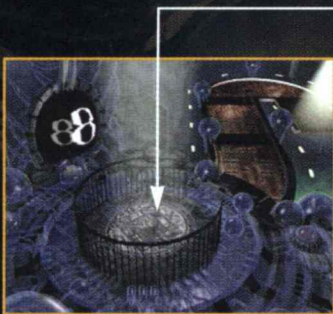
Seventh Floor

WALKTHROUGH OF ENERGY NEDE

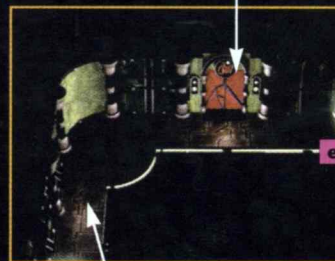
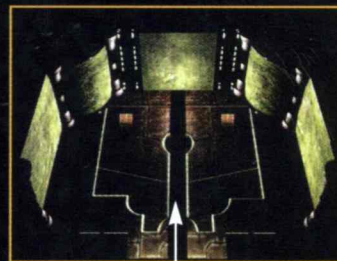


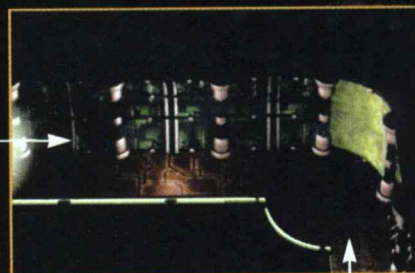
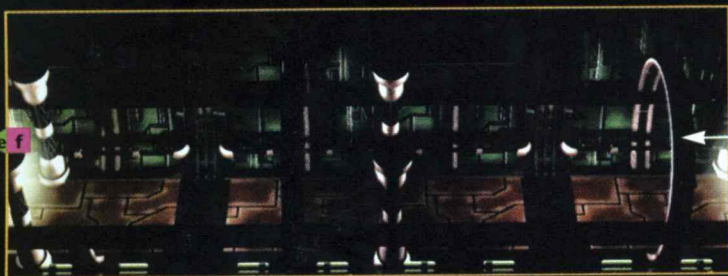


Eighth Floor

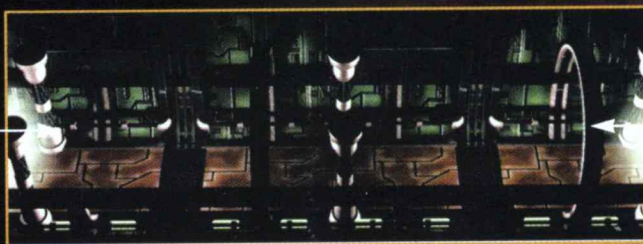
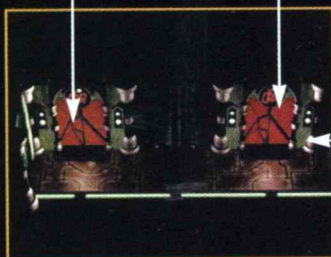
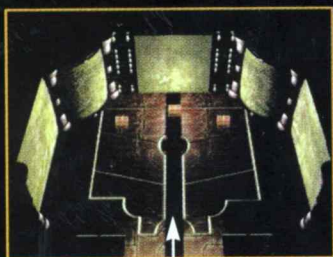


Ninth Floor



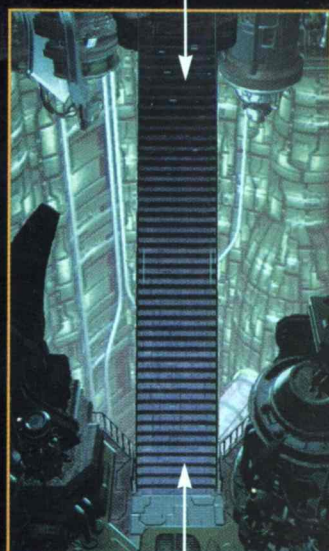


Ninth Floor



Eighth Floor (Part 2)

Ninth Floor



MONSTER DATA

NIKUALM (2,300 HP/50 MP)

Strong Point(s): Earth, Water, Fire, Wind, Star
Weak Point(s): N/A



These creatures are just as weak and easy to defeat as the type you met in the Fields of Intelligence and Love.

RIVERSIDE (5,200 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): Thunder, Light



This is a much weaker version of the Kidnier. Still, you want to avoid its ravenous mouth.

ERICODES (5,500 HP/50 MP)

Strong Point(s): N/A
Weak Point(s): Fire, Thunder, Light



The Ericodes is a weaker version of the Takicodos. Don't get caught in its cannon fire when it casts Multiple Terror!

KIDNIER (14,700 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): Thunder, Light



If one of your characters gets eaten by this beast, a few swift blows will set him or her free.

MIEL 64 (18,000 HP/0 MP)

Strong Point(s): N/A
Weak Point(s): Thunder, Star

These small robots often accompany the larger, more dangerous Takicodos. Don't try to defeat one, only to end up in the other's line of fire.



SUCCUBUS (21,000 HP/100 MP)

Strong Point(s): N/A
Weak Point(s): N/A

She's fast and a wicked spell caster. If you run into a Succubus traveling with other monsters, be sure to take it out first!



TAKICODOS (25,500 HP/50 MP)

Strong Point(s): Water, Wind, Vacuum, Light
Weak Point(s): N/A

Watch out when these monsters cast shadows with their Multiple Terror attack!



MEDUSLIZZARD (38,000 HP/0 MP)

Strong Point(s): Earth, Water, Fire
Weak Point(s): N/A

This beast is a giant lizard whose breath is just as dangerous as its powerful tail.



WEIRDAVID (100,000 HP/300 MP)

Strong Point(s): Fire, Wind
Weak Point(s): N/A

This bird is hard to find and is as strong as a Boss! If you run into one, be prepared for a long battle.



BOSS DATA

INDALECIO (500,000 HP/10,000 MP)

Strong Point(s): N/A

Weak Point(s): N/A



There's no easy way to beat Indalecio unless you manage to get in a lucky "instant death" hit—a rare event! However, there are ways to make it easier. Indalecio always begins the battle with the same attack, a spell called Divine Wave. This sends concentric shock waves out from Indalecio's body toward any opponents intent on rushing him. Rushing into the shock waves will cause the members of your party to lose about three-fourths of their HP. However, if you change the Strategy instructions on all but one of your Fighters (the most heavily armored one) to stay away from enemies, and max out the remaining character's Parry Skill, he or she should be able to break through the waves of energy with little damage while the rest stay out of the way. Once that character has reached Indalecio and broken the Boss's concentration with a round of attacks/Killer Moves, change the strategies back to your preferred attacks and have your characters gang up on the Boss.



Claude uses Parry to wade through the Divine Wave Spell without taking damage, then closes in on Indalecio.



The other way to go about defeating Indalecio is to use a party that is heavy with attack Mages. Have characters like Celine, Leon, and even Noel supplement Rena's abilities, casting Spells against Indalecio while a fighter engages him directly.



Indalecio's transformation

About halfway through the battle, Indalecio will cast the Spell Time of Truth, boosting his speed and power. Although the Spells he tends to cast are only stronger versions of Southern Cross and other Spells that Celine casts, his speed boost will work to keep him out of your reach. You'll have to redouble your efforts to kill him. When you defeat him, he'll explode in a blast of light and the ending sequences will begin.



Success!

If you want to fight a more challenging version of Indalecio, return to Central City after saving at the final Save Point and see a PA with Filia.



FILIA, VIRTUAL EXPEL, AND THE CAVE OF TRIALS

When you get to the final Save Point in Fienal, you have a decision to make, although you may not know it. The simple act of saving your progress opens up a whole new world—literally! Should you choose to return to Energy Nede before taking on Indalecio, you'll find everything on the surface to be as you left it. However, careful searching will reveal a new Private Action in Central City and the option to speak with a character in Fun City.

MEET FILIA IN CENTRAL CITY

Returning to Central City after saving at that final Save Point opens up a whole new PA with a character very close to the Ten Sages Project, Filia. If you did the PA in Klik to meet Filia



for the first time prior to the town's destruction, you can see her again in Central City. Now she's here to explain a few things and make your life exponentially more difficult. Conversing with her, you'll learn that the final Boss, Indalecio, is hobbled by a power Limiter. This news is not cause for celebration, however, because this conversation also causes Filia to turn that Limiter off, increasing Indalecio's strength and power to almost invincible status. To defeat him, you'll need a lot more practice and much better armor, which leads us to the next new event.

FUN CITY AND VIRTUAL EXPEL



he's proposing. He says that he can help you relive

Should you decide to leave Fienal (after saving at that last Save Point) and return to Fun City, you'll find a strange old man in the Fighting Arena. He'll make you an offer that you really can't refuse, even if you don't quite understand what

your memories and that if you agree to undergo his procedure, he'll transport you to a world called Virtual Expel. This world, as you will quickly discover, is an exact replica of Expel, from the continents and towns down to the individual inhabitants. You can engage in PA, Pickpocketing, and even venture through your favorite dungeons a second time. The only thing that's changed is the degree of your mobility. When you leave Virtual Arlia Village, you'll find your trusty Synard waiting for you, allowing you to fly anywhere on Expel, including a previously unexplored island!

THE CAVE OF TRIALS



With your Synard, you can explore areas of Expel that you couldn't reach before. The most outstanding is a desert island southwest of the Cross continent. On its southern

tip is a cave where you'll have the experience of a lifetime—not to mention all the experience and Skill Points you'll need to master any Specialty you like. Of course, there is a price! The Cave of Trials is home to the most powerful monsters in the game, with levels in the range of 100 to 300! To make matters worse, there are no Save Points and each level is guarded by a fierce Boss.

The peril is great, but some would consider the rewards to be greater. The Cave of Trials is where you'll find the best equipment of the game as well as a few secret items. Entry is optional, but if you're the type who has to see and have it all, the Cave of Trials is just the challenge for you.

Tips and Tricks for Surviving the Cave of Trials

1. If you found it easy to defeat the monsters in Fienal as you made your way back out, you're probably ready to deal with the challenges of the Cave of Trials.
2. On each level you'll have to solve a puzzle before you can open the door leading to the Boss and the next level. Look for hidden messages in the level's name and on plaques and other signs.

3. Make sure that you can easily defeat the monsters on the level you're on before taking on the Boss and proceeding any further.
4. Use the Familiar Skill often to replenish your supply of Blueberries, Blackberries, and other restoratives.
5. Don't be surprised if the Boss monster you just defeated becomes a regular participant in battles on the next level!
6. Keep an eye on your Skill Points, apportioning them at least once every level. Your battle party will rise in skill levels rapidly during its trip here, earning 100+ Skill Points with each level, and it's very easy to let the points accumulate until they reach the limit of 999!
7. There are no Save Points in the Cave of Trials, so if you die, you'll have to start all over again. Healing after every battle is crucial to your survival.
8. Make sure that Rena or Noel is a part of your two-person party. Their healing skills are absolutely necessary!
9. Defeating the final Boss on Level 13 will magically clear the dungeon of all monsters (and disable all transporters). If you're here on a treasure hunt, you might want to hold off going out of your way to find treasure chests until after the coast is clear.

Level 1: Heraldic Ruins

Puzzle: Nothing much here! Just flip a couple of levers and you're on your way!

Level 1 Treasures

- Fruit Nectar • Link Stock • Blueberry
- Juicy Beef • Wonder Drug • Nuclear Bomb
- Tri-Emblem

Monster Data: Gloomwing, Weirdknight, Livingarmor, Warlock

Boss: Darkfeather

Prize: Bunny Shoes

Level 2: Love Alley

Puzzle: The story engraved in the stone pedestal tells of a romance among seven people. As you explore the level, you'll find seven statues named after the story's characters. Turn these statues so they are positioned in a way that corresponds to the tale's description. For example, the maid Milene and Luke love each other mutually and should be turned to face each other. If you have difficulty with this puzzle, try looking at the statues' arrangement without the walls in between. Here is the puzzle's solution, with arrows showing the direction in which the statues should be turned.

–	–	–
Yufie ↓	Feria →	Milene ↓
Lloyd →	–	Luke ↑
	Cistina ↓	Sharon ←

Level 2 Treasures

- Purity Leaf • Reflex • Resurrection Mist
- Link Combo

Monster Data: Weirddaxe, Cavesting, Giant, Huntinggel

Boss: Bloodgerell

Prize: Seraphic Garb

Level 3: Single Path Cave

Puzzle: To open the door, you must turn the blocks in the grid from yellow to red. To do this, you must travel through each room on this level once—and only once. Seem impossible? Try starting through the northern door and journey around the perimeter first. It helps if you do this after you've collected all of the treasure.

Level 3 Treasures

- Slayer Ring • Fruit Nectar x 2 • Sylvan Mail
- Wonder Drug • Dream Crown • Juicy Beef

Monster Data: Weirddgoat, Warlock, Bloodgerell, Lesserdevil

Boss: Dreamshade

Prize: Magical Drops

Level 4: Dancing God's Altar

Puzzle: Search for invisible doors to get into rooms that look sealed. Then visit the Goddess of Dance. If one of your characters can impress her with his or her musical talent, she'll reward you with the Illusive Shamisen. Only a character with Level 10 musical talent will do.

Level 4 Treasures

- Black Earring • Peep Non • Seraphic Garb
- Fruit Nectar • Extinction (Spell for Leon)
- Resurrection Mist • Purity Leaf

Monster Data: Punkponk, Huntinggel

Boss: Miel 32

Prize: none

Level 5: Lady's Revenge

Puzzle: The girl's name is Puffy, and don't you forget it! You don't know her and she doesn't know you, but that won't keep her from asking you questions about fairy tales. Regardless of whether you answer correctly, she'll summon a large monster called a Weird Beast. You can't inflict much damage on the beast and killing it will take a long time, so just escape for the time being. The next time you run into Puffy, rescue her and she'll give you a special sword, the Weird Slayer, as a present. Use this when you fight the Weird Beast next and you'll defeat him with one blow! You'll win the Red Lotus Jewel, which you can use to open the door.

Level 5 Treasures

- Wonder Drug
- Fresh Syrup
- Slayer Ring
- Juicy Beef
- Seraphic Garb
- Fairy Ring
- Fruit Nectar

Monster Data: Atlas, Greatergoat, Dragonaxe, Gloomsting, Ladyquimira, Dreamshade
Boss: Weird Beast
Prize: Red Lotus Jewel

Level 6: Burglar's Nest

Puzzle: One of the Funnythief statues has a lever hidden in it. You can use the switch to open the door leading to the Boss and the staircase to the next level. In the room next to the staircase to Level 7 you'll find an engraving on the floor. Stepping into it will give you the option of fleeing the Cave of Trials (and saving your game). However, once you step through the portal, you'll have to retrace your path to get back to the steps to Level 7.

Shop List

Traveling Salesman

And you thought Santa lived in a frosty climate.... This traveling salesman appears randomly in the Hall of Thieves. If you don't find him on your first trip down, you'll undoubtedly run into him on another trip. Talking to him is extremely worthwhile because he sells items that you can't find anywhere else.

Item	Price
Moonite	1,500 FOL
Orichalcum	10,000 FOL
Meteorite	5,200 FOL
Mithril	15,000 FOL
Damascus	6,400 FOL
Rune Metal	7,000 FOL
Green Beryl	500 FOL
Sapphire	800 FOL
Ruby	400 FOL
Star Ruby	10,000 FOL
Crystal	500 FOL
Sage's Stone	50,000 FOL
Diamond	9,000 FOL
Rainbow Diamond	14,000 FOL
Santa's Boots	10,000,000 FOL
Tri-Emblem	5,000,000 FOL
Go-Home Frog	300,001 FOL

Level 6 Treasures

- Dream Crown
- Cure Poison

Monster Data: Funnythief, Dreamshade, Punkponk, Metalfunny
Boss: Funnythief LV99
Prize: Magical Drops, Funny Slayer

Level 7: Goddess's Altar

Puzzle: "Make the offering on the altar whose portal opens with the jewel's power," reads the plaque next to the altar. When you find the Cracked Jewel, use the Metalworking Specialty Skill to turn it into a Red Lotus Jewel, then set it upon the altar and proceed to the Boss's room.

Level 7 Treasures

- Ishidaya Tea
- Yukiocho Tea
- Bunny Shoes
- Purity Leaf
- Peep Non
- Tri-Emblem
- Fresh Syrup
- Cracked Jewel
- Weird Slayer
- Ganze Sea Urchin
- Resurrection Mist

Monster Data: Orbiterbeast, Funnythief LV99, Meigus, Lastavenger, Robinfake
Boss: Mithril Eater
Prize: Holy Staff Million Teller

Level 8: Food God

Puzzle: Prepare foods from the rare ingredients you've found. Feed the Food God in the picture the dish he thinks is the most delicious. After a while, he'll comment that you must eat poorly and he'll ask what else you have. Feed him a poisonous drug or one of your mistakes and out will pop Puffy from Level 5. When she emerges, the door to the Boss will open.

Level 8 Treasures

- Peep Non
- Soda Pop
- Slime Jelly
- Wonder Drug
- Fresh Syrup
- Ganze Sea Urchin
- Seraphic Garb
- Amoeba Soup
- Lavender
- Funny Slayer
- Heavenly Prime Toro Tuna
- Holy Staff Million Teller

Monster Data: Weirddevil, Killergigant, Dreamshade, Starguarder, Foriger
Boss: Erysin Beast
Prize: Gelatin Steak

Level 9: Sealed Coffin

Puzzle: The first time you journey through this level (on your way down), the coffin here (containing the Wise Sorcerer) is sealed. But once you acquire the Holy Sword Farwell from the Phoenix on Level 12, return here to break the seal on the coffin. Defeat the Wise Sorcerer and the door to Level 13—the final level—will open.

Level 9 Treasures

- *Resurrection Mist*
- *Wonder Drug*
- *Valiant Boots*
- *Artemis Leaf*

Monster Data: *Weirdmaiesk, Cockatriceking, Dreamshade, Brigandogre, Robinmaster*

Boss: *Wise Sorcerer*

Prize: *Levantine Sword*

Level 10: Decision Point

Puzzle: The plaque reads, "When 'tis time to choose, if crimson be the color of death and azure be that of tranquility, which dost thou wish for?" The colors of the light grid correspond to the lights in each of the rooms on this level. You can open only a certain pattern of rooms at a time (the blocks on the grid correspond to the rooms themselves), so if you're planning to empty this level of its treasure, you may have to make several trips. Better yet, leave the looting and pillaging until after you've cleared the dungeon. This level is undoubtedly the most difficult and deadly of the 13. Not only are the monsters extremely strong and powerful, but the atmosphere in rooms lit with red or yellow lights will cause your HP/MP to decrease with each step you take. Constant healing is the only way to survive the unnatural handicap this level inflicts on you.

Level 10 Treasures

- *Bunny Shoes*
- *Funny Slayer*
- *Valkyrie Boots*
- *Holy Staff Million Teller*
- *Purity Leaf*
- *Valiant Boots*
- *Valkyrie Boots*
- *Rainbow Diamond*
- *Fresh Syrup*
- *Philosopher's Stone*
- *Tri-Ace (Killer Move for Ashton)*
- *Meteor Swarm (Spell for Celine)*

Monster Data: *Mindflayer, Clubgunner, Miel 128, Liveflayer, Ghastricgel*

Boss: *Geo Guardian*

Prize: *Valiant Guard*

Level 11: Dragon's Nest

Puzzle: Defeating the Boss is no sweat in comparison with what comes next. When you approach the door leading to the next level, you'll be turned away. To get through, you'll have to return to the top level through the escape portal and drop off two of your battle party mates. Yes, that's right! Level 12 is for couples only!

Level 11 Treasures

None

Monster Data: *Owibear, Weird Mage, Ghastricgel, Dreamshade, Hellmaster, Mindflayer*

Boss: *Dragon Tyrant*

Prize: *Valiant Guard, Float Combat Skill*

Level 12: Hall of Warriors

Puzzle: No puzzle here (wasn't the walk back down challenging enough?). Walk straight through the hallway to the Phoenix's lair. Feel free to explore the treasure rooms to the east and west first if you like. Keep in mind whenever you return that the Phoenix lives forever.

Level 12 Treasures

- *Valkyrie Guard*
- *Bunny Shoes*
- *Battle Suit x 2*

Monster Data: *Owibear, Weird Mage, Ghastricgel, Dreamshade, Hellmaster, Mindflayer*

Boss: *Phoenix*

Prize: *Holy Sword Farwell*

Level 13: Holy Nest of Angels

Puzzle: To open the door to the final Boss, flip the two switches at the ends of the northeast and northwest hallways. Then steel yourself for the final battle (and treasure chest)!

Level 13 Treasures

- *Valiant Guard*
- *Valiant Mail*
- *Angel Armband*

Monster Data: *SoulMaster, Dreamshade, Hell-Servant, Rock-Demon*

Boss: *Indalecio Celesta*

Prize: *Holy Sword Farwell, Silver Trumpet*

The Trip Home

Leaving the Cave of Trials after defeating Indalecio Celesta is a piece of cake! With her defeat comes the death of all the monsters in the dungeon. You'll also find all the doors open and the hallways cleared, so you're free to take your time and gather any remaining treasures. The down side is that the escape portals are disengaged, so you have no choice but to walk all the way back to the top.

To return to Nede from Virtual Expel, try talking to the strange creature penned up in Arlia Village. Calling it silly will send it into a rage, literally causing it to head butt you back into reality.

Endings Galore!

Before the credits have rolled, you will be able to see as many as 87 different endings depicting your party members' lives after the events of the game. The endings you see are determined by the relationships your party members forge with each other during the course of the game. Books created through the Publishing Super Specialty can raise or lower your characters' friendship or romantic values, but only to a certain extent. The biggest changes you can affect in your characters come through participation in Private Actions. Your responses during these vignettes affect your characters' relationship values positively or negatively. In addition, certain PAs will open up special ending possibilities for specific characters.

Most commonly, you'll see a Couple ending between Claude/Rena and one of your other party members. Usually, this ending will be for Claude and Rena unless you've done some serious tinkering to keep them apart. Single endings are standard for the rest of your characters. The trick is to line up Couple endings for other party members in addition to the main character.

When the game ends, the relationship values (both friendship and romantic) are tabulated for all the characters. Couple endings are assigned in the following manner:

1. The computer checks for characters with reciprocal relationship values of 10 or above.
2. Then it totals these values.
3. The pair with the highest numerical value becomes a "couple."
4. The computer repeats the process until all qualifying characters are coupled.

If there's a tie between a group of four or more characters (in other words, their combinations of romantic and friendship values are identical), the computer assigns Couple endings based on the following priority list.

1. Claude
2. Rena
3. Celine
4. Bowman
5. Dias
6. Precis
7. Ashton
8. Leon
9. Opera
10. Ernest
11. Noel
12. Chisato

For example, if Claude, Rena, Opera, and Chisato end the game with identical relationship values, the Couple endings would be assigned to Claude and Rena, and Opera and Chisato.

The Couple endings are romantic in nature for opposite-sex couples, and "best friend" in nature for same-sex couples.

Many couple combinations have two or more endings assigned to them. Which ending you see is based on which character has the higher of the two romantic values. For example, if Claude and Opera are coupled together, their ending is a product of who likes the other more. If Claude's romantic value for Opera is 13 and Opera's romantic value for Claude is 7, you will see an ending in which Opera's wishes dominate (i.e., going back to Tetragenes instead of rejoining the crew of the *Calnus* or going back to Earth).

Spoiler Warning!!!

This section will give you an idea of the contents of certain characters' endings. If you don't want to know what they are, don't read any farther!

SPECIAL ENDINGS

Three characters (Celine, Ashton, and Opera) have special endings that become available when certain requirements are met during the course of the game. For each of the three, opening the ending up institutes fixed relationship values for that character. This makes it difficult, if not impossible, to pair that character up with another party member.

Celine and Prince Chris of Cross

If you're playing as Rena, you will have the opportunity to participate in three Private Actions (in the Town of Cross) in which Celine begins a romance with the Prince of Cross. The third of these PAs will set her relationship values to 26. If you want to pair her with anyone else, you'll have to beat that score or let Chris marry another woman.

Ashton and Eleanor

To open up the ending in which Ashton watches Eleanor play, merely participate in the three Ashton-Eleanor Private Actions in the Port of Herlie. Once again, you will have to be playing as Rena for this opportunity to arise. The fixed relationship value for this event is 20, making it difficult, but not impossible, to pair Ashton up with someone else after opening up this ending choice.

Opera's Special Ending

Deciding not to recruit Ernest opens up a special ending in which Opera waits for Ernest's return. This event has a fixed value of 26.

RENA AND CLAUDE'S ENDINGS

The following is a list of the different endings for Claude and Rena.

Claude and Rena

Ending 1 (Claude's affection is greater than Rena's): Claude remains on Expel and lives with Rena in Arlia Village.

Ending 2 (Claude's affection is less than Rena's): Claude returns to Earth with Rena.

Ending 3 (Claude's affection equals Rena's): Claude travels into space with Rena.

Claude and Celine

Claude goes treasure hunting with Celine.

Claude and Bowman

Claude participates with Bowman in the restoration of the Continent of El.

Claude and Precis

Ending 1 (Claude's affection is greater than or equal to Precis's): Claude returns to Earth with Precis and several years later is stationed on Expel.

Ending 2 (Claude's affection is less than Precis's): Claude lives in the Town of Linga with Precis.

Claude and Ashton

Claude travels with Ashton in search of secret techniques for exorcising the dragons.

Claude and Leon

Claude goes with Leon to Earth.

Claude and Opera

Ending 1 (Claude's affection is greater than or equal to Opera's): Claude returns to Earth with Opera.

Ending 2 (Claude's affection is less than Opera's): Claude goes to Tetrages with Opera.

Claude and Ernest

Claude participates with Ernest in the exploration of ruins on unexplored planets.

Claude and Dias

Claude goes on a journey of adventure with Dias.

Claude and Noel

Claude helps Noel in the protection of nature.

Claude and Chisato

Ending 1 (If Claude's affection is greater than or equal to Chisato's): Claude travels into space with Chisato.

Ending 2 (If Claude's affection is less than Chisato's): Claude becomes a combat cameraman and joins Chisato in combat on a battleship.

Rena and Celine

Rena works with Celine on Heraldry research.

Rena and Bowman

Rena begins studying with Bowman as her teacher.

Rena and Dias

Ending 1 (If Rena's affection is greater than or equal to Dias's): Rena goes with Dias to visit the graves of Dias's parents.

Ending 2 (If Rena's affection is less than Dias's): Rena returns with Dias to Arlia Village.

Rena and Precis

Rena goes boy hunting with Precis.

Rena and Ashton

Rena lives with Ashton in Arlia Village.

Rena and Opera

Rena goes to Tetrages with Opera.

Rena and Ernest

Rena lives with Ernest in Arlia Village.

Rena and Leon

Rena lives with Leon in Arlia Village.

Rena and Noel

Rena goes with Noel to the Shingo Forest and plays with animals.

Rena and Chisato

Rena learns about the history of Nede from Chisato.



The Skill System

As you gain experience and level up during battles, your characters receive Skill Points (SP). Skill Points are small parts of a very large and complex Skill System within the game. The Skill System may seem cumbersome at first glance, but it is extremely worthwhile to get to know how it works. As you gather Skill Points and apply them toward learning skills, your characters will acquire Specialties and Super Specialties that allow them to create items such as weapons, armor, and potions. These items can replace ones that you have found or bought during the game, or can be sold for a profit—it's not usually worth keeping both items. There are also many items that you can acquire only by using the Item Creation Skills you learn as you play through the game.

SKILL SETS

Many characters (such as Rena, Claude, and Celine) start with some basic skills appropriate to their personalities. The remainder you have to purchase from the Skill Guilds in the towns and villages of Expel and Energy Nede. These Guilds will sell you various sets of 45 of the 46 skills you need to learn the various Specialties and Super Specialties. Once you buy a set, the skills are passed down to both your current and future party members, so it's to your advantage to buy skill sets as they appear. And what about the 46th skill? Consider it a prize if you can complete the most difficult dungeon ever—the Cave of Trials!

In the Skill Guilds, you can buy skills or just learn about them!



The Guilds divide the skills into four sets. The first three (Knowledge, Sensibility, and Technique) consist of the skills used to learn the different Specialties and Super

Specialties in the game. Most of these skills also increase your personal stats—Hit Points, Magic Points, attack strength, and even ability to be healed by certain recovery items. There are some skills you should learn for the advances in your stats alone.

When deciding where to place your Skill Points, take into consideration which of the Specialties/Super Specialties you are most likely to use. Then level up the characters with the talents appropriate for those Specialties. Perseverance is the best skill to max out first because it decreases the amount of Skill Points needed for the remaining skills. In fact, we recommend saving all of your SP until you can buy that skill in Herlie and then using 80 SP to max it out before you start to learn the other skills. Trust us—the savings in SP are worth it!

We also recommend using your SP for learning Item Creation Skills first and saving the Combat Skills for when you reach Energy Nede. By the time you're there, your characters will have reached the point where they are earning between 60 and 100 SP each time they increase a level and they will be accumulating Skill Points at a swift pace. Although the Combat Skills are useful, the ability to forge superstrong weapons and armor is more important.

By the way, another extremely valuable use of SP is teaching your characters certain skills for the status bonuses they possess!

The fourth type of skill set is made up of the Combat Skills. These skills are not related to the Specialties or Super Specialties but instead boost your prowess in battle, increasing your Critical Hit ratio or the speed with which you can cast Spells/Killer Moves. You can purchase all but one of these skills in the Skill Guilds. The last Combat Skill, Float, is your prize when you complete the Cave of Trials, an optional dungeon found right before the end of the game.

Other than the Provocation Skill, the Combat Skills are performed automatically by your characters in battle. When they succeed, the skill is shown in a list on the right-hand side of the Battle Mode screen. As with all the skills, the higher your characters' levels are, the greater is the probability that they'll use these skills successfully. And, because some of these skills will increase your characters' accuracy and even their number of attacks, they will come in quite handy as you get further into the game.

Skill screen

To apply the Skill Points you've learned, enter the Skills screen on the Camp menu. In the box at the top left corner of the screen you'll see the portrait of the character you're currently working on as well as the number of Skill Points he or she currently has available. You can change characters by pressing **L2** and **R2** buttons. Scroll through the list of skills on the bottom portion of the screen using the D-pad or left analog stick. This shows the name of the skill (a description appears in the box in the upper right-hand portion of the screen), the current level of the skill, and the Skill Points needed to achieve the next level. Move the cursor to the skill you want to learn and press the **X** button to apply your Skill Points.



Rena learns a Specialty

Once you've reached the first level of all the skills required to learn a Specialty, a dialogue box appears notifying you that you've learned that Specialty.



Knowledge 3

Cost: 2,700 FOL

Guilds: Linga, North City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Mental Science	Compounding	Skill level x 5 MP increase
Piety	Oracle	N/A
Fairyology	Alchemy	Skill level +1 INT increase

Sensibility 1

Cost: 400 FOL

Guilds: Cross, Klik, Central City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Courage	Pickpocket	N/A
Patience	Practice, Survival	Skill level x 2 CON increase
Esthetic Sense	Art, Metalwork	N/A
Good Eye	Cooking	HP restoration increase

Sensibility 2

Cost: 1,600 FOL

Guilds: Herlie, Hilton, North City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Playfulness	Oracle	N/A
Danger Sense	Scout	Skill level x 3 STM increase
Perseverance	Practice	Reduces SP needed to learn skills
Poker Face	Pickpocket	Skill level x 3 GUTS increase

Sensibility 3

Cost: 2,700 FOL

Guilds: Lacour, Armlock

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Functionality	Customize	Skill level x 6 STR, DEX, AGL, INT increase
Radar	Oracle	N/A
Effort	Practice	Decreases the experience needed to level up

Specialty Level screen

Specialty Skill Level screen

Pressing the ▲ button changes the screen from Skills to Specialty Level, allowing you to see which Specialties you've learned and how close you are to learning others. Press the × button once you've selected a Specialty to view the current level of that Specialty as well as the level of the skills that make up the Specialty. The Specialty's level is the mean value of the skill required for the Specialty.

Knowledge 1

Cost: 300 FOL

Guilds: Cross, Klik, Linga, Central City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Mineralogy	Alchemy, Identify, Metalwork	Skill level x 3 INT increase
Herbal Medicine	Compounding, Identify, Survival	Blueberry and Blackberry restoration increased by skill level x 3 percent
Recipe	Cooking	N/A

Knowledge 2

Cost: 1,500 FOL

Guilds: Herlie, Hilton, Linga, Central City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Musical Notation	Musical Talent	Skill level +1 AGL increase
Biology	Compounding	Skill level squared x 10 HP increase
Tool Knowledge	Identify	Skill level x 3 percent purchase price decrease

Technique 1

Cost: 400 FOL

Guilds: Cross, Clik, Herlie, Central City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Whistling	Familiar	N/A
Copying	Replication	N/A
Sketching	Art	N/A
Kitchen Knife	Cooking	Skill level x 20 STR increase

Technique 2

Cost: 1,600 FOL

Guilds: Hilton, North City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Mech Knowledge	Machinery	N/A
Craft	Customize, Metalwork	Skill level +2 AGL increase
Animal Training	Familiar	N/A
Writing	Authoring	Skill level +2 DEX increase

Technique 3

Cost: 3,600 FOL

Guilds: Linga, North City

CONTENTS

Skill Name	Specialties Used For	Attribute(s) Raised
Music Instrument	Musical Talent	Skill level +1 AGL increase
Metal Casting	Customize	Skill level x 2 DEX increase
Scientific Ability	Alchemy	Skill level x 10 STR increase
Mech Operation	Machinery	N/A

Combat 1

Cost: 400 FOL

Guilds: Clik, Herlie, Lacour, Armlock

CONTENTS

Skill Name	Description
Spirit Force	Converts blows received in battle into an increase in your character's defensive strength.
Below the Belt	Enables your character to ignore the enemy's defenses and deliver a Critical Hit.
Strong Blow	Gives your character the ability to propel the enemy back with the force of his or her blow.
Cancel	When you press either the L1 or R1 button at the moment an attack ends, allows your character to produce a Killer Move immediately, without waiting the usual recuperation time.

Combat 2

Cost: 1,600 FOL

Guilds: Hilton, Lacour, Armlock

CONTENTS

Skill Name	Description
Flip	Gives your character the ability to flip around the enemy and attack from behind. This is a great skill to use when faced with enemies who are invulnerable when attacked from the front or from behind.
Gale	Increases your character's speed in battle. The higher the level, the faster your character can run!
Feint	Allows your character to use a feint, increasing the accuracy of his or her hits.
Mental Training	Increases your character's strength, allowing him or her to deliver stronger attacks.

Combat 3

Cost: 4,500 FOL

Guilds: Lacour, Armlock

CONTENTS

Skill Name	Description
Counterattack	The higher your level in this skill, the higher the probability that your character will counteract an enemy attack with one of his or her own. Use this skill by pressing the X button at the moment your character receives an attack.
Parry	Increases a character's ability to parry the attack of an enemy. When activated in battle, this skill ups the character's AVD rate.
Body Control	Decreases the character's chances of becoming dizzy when struck with a forceful blow.
Motormouth	Reduces the time it takes for a Mage to cast a spell. This is extremely important for the final stages of the game!
Provocation	When you press the SELECT button, the character you're controlling taunts the enemy, drawing his or her blows over to your character. This is a great way to rescue a besieged comrade.

The Secret Combat Skill

Skill Name	Description
Float	Gives your characters the ability to turn their normal weapon attacks into extremely strong attacks, knocking the enemy into the air. This skill not only causes a tremendous amount of damage to the enemy but also disables the enemy for a short while.

TALENTS

Each of your characters begins the game with a set of randomly chosen talents. These talents work in conjunction with skill levels to increase your character's success ratio with the Specialties and Super Specialties. Therefore, it's important to factor a character's talents into your decision when you're choosing which Specialties a character will learn.



You can view the talents your characters have by pressing the ▲ button twice on the Skill screen.

This table shows the probability that a character will start with a certain talent. Mage class characters automatically start with the Blessing of Mana talent, while others start out with talents appropriate to their personalities. For example, Chisato the newspaper reporter will always start out with Writing Ability and Noel the park ranger will always start out with the Love of Animals talent.

TALENT-SPECIALTY RELATIONSHIPS

Name of Skill	Related Talent	Talent Uncovered
Art	Sense of Design	Sense of Design
Oracle	-	-
Musical Talent	Pitch, Sense of Rhythm	Pitch, Sense of Rhythm
Customize	Originality	-
Identify	-	-
Metalwork	Dexterity	Originality, Dexterity
Authoring	Writing Ability	Writing Ability
Practice	-	-
Scout	Sixth Sense	Sixth Sense
Compounding	-	-
Cooking	Sense of Taste	Sense of Taste
Familiar	Love of Animals	Love of Animals
Alchemy	Blessing of Mana	-
Survival	-	-
Pickpocket	Dexterity	-
Replication	-	-
Machinery	Dexterity	Sense of Design, Dexterity

PROBABILITY OF STARTING WITH A TALENT

Name of Talent	Claude	Rena	Celine	Ashton	Precis	Bowman	Dias	Leon	Opera	Ernest	Noel	Chisato
Originality	60	20	40	10	30	40	100	30	40	20	40	60
Sense of Taste	10	80	10	80	0	10	10	35	10	20	20	60
Dexterity	50	70	80	50	30	20	50	20	100	60	10	60
Sense of Design	65	25	90	0	30	20	30	40	60	30	50	40
Writing Ability	80	30	20	40	20	80	20	100	10	40	10	100
Sense of Rhythm	45	40	10	10	40	10	60	10	70	100	60	30
Pitch	40	90	80	10	40	30	60	10	70	50	70	30
Love of Animals	20	85	10	50	70	0	20	10	0	30	90	50
Sixth Sense	0	0	45	30	50	30	40	0	0	80	40	0
Blessing of Mana	0	100	100	0	0	0	0	100	0	0	100	0

Because your characters use different Specialties, there is a chance that any one will uncover a hidden talent. This table shows the probability that each character will learn certain talents. You can increase the chances that one of the hidden talents will be revealed by using the Super Specialty Orchestra. While the song plays, have the character with the hidden talent use a Specialty that may bring it out.

PROBABILITY OF DISCOVERING A HIDDEN TALENT

Name of Talent	Claude	Rena	Celine	Ashton	Precis	Bowman	Dias	Leon	Opera	Ernest	Noel	Chisato
Originality	11.7	3.9	31.3	39.1	7.8	3.9	0	3.9	19.5	7.8	3.9	11.7
Sense of Taste	0.4	35.2	0.4	2.0	1.2	2.0	7.8	3.9	0.4	0.8	3.9	23.4
Dexterity	7.8	3.9	15.6	3.9	62.5	0.4	5.9	0.8	0	7.8	2.0	3.9
Sense of Design	7.8	0.8	23.4	0	62.5	7.8	2.0	2.0	46.9	11.7	3.9	3.9
Writing Ability	15.6	15.6	2.0	2.0	0.8	23.4	0.8	0	2.0	15.6	3.9	0
Sense of Rhythm	2.0	3.9	1.2	11.7	5.9	0.8	0.8	2.0	11.7	0	3.9	3.9
Pitch	2.0	2.0	3.9	11.7	3.9	0.8	0.8	2.0	11.7	3.9	3.9	3.9
Love of Animals	3.9	15.6	0	0.8	2.0	23.4	0.8	2.0	0	3.9	3.9	39.1
Sixth Sense	0.4	0	7.8	2.0	0.4	23.4	7.8	3.9	0	15.6	3.9	2.0
Blessing of Mana	0	0	0	0	0	0	0	0	0	0	0	0

SPECIALTIES

There are 17 Specialties your characters can choose to master over the course of the game. Some of them allow you to create items, from the powerful and unique to the mundane but necessary. Other Specialties give you the ability to summon animals, play songs, and search for items. Learning these Specialties is an integral part of the game and should not be overlooked!



Item menu



Item Creation Specialties

The use of Specialties is divided between the Item menu (under the Item option in the Camp menu) and the Specialty menu (also on the Camp menu). Instructions for each Specialty are listed under the description of that Specialty.

To be successful at using a Specialty, you need to have a high enough skill level and the required talents and Support Items. Many Specialties also have special support items that will further increase your chances of using these Specialties successfully. For example, your characters will have greater luck with the Specialty Authoring if you have Text Software in your inventory. However, most of the special support items cannot be bought in stores. You will have to use the Pickpocket Specialty to get them or make them using the Machinery Specialty.

Some Specialties have strings attached in addition to the special

When you get to Energy Nede, be sure to buy several Berets. Characters wearing these artistic hats are sure to be more successful at Item Creation.

support items. The use of some (for example, the Pickpocket Specialty) will make party members think less of the person using them. Certain characters can create special items for their own personal use through certain Specialties (Opera through the Machinery Specialty, for example), while others are not of an age to create certain items (Cooking, for example, has an age limit). The following sections provide a comprehensive description of each of the Specialties so you will know exactly how to use them.

ALCHEMY

Alchemy screen

Required Skills: Scientific Ability, Mineralogy, Fairyology
Related Talents: Blessing of Mana

Revealable Talents: N/A

Required Support Items: Iron

Special Support Items: Erlenmeyer Flask, Lezard Flask



Alchemy allows your characters to turn plain, inexpensive Iron into valuable and rare minerals and gems.

This Specialty becomes increasingly more useful and important as you get closer to the end of the game and need to create more powerful weapons and equipment. Many of the minerals and gems you find on Energy Nede cannot be bought in stores, making Alchemy the most viable way to replenish your inventory.

Naturally, the higher your skill level in this Specialty, the greater your alchemic range will be. As the table below shows, your skill level is directly related to the types of alchemy you can perform. The higher your proficiency, the more minerals and gems you can create. In addition, acquiring a Lezard Flask will increase your range even further, allowing you to create the most powerful and precious ores.

The Alchemy screen is found under the Item Creation list on the Items menu. To use this Specialty, select the type of mineral/gem you want to distill and execute the action. If you are successful, a piece of Iron will be turned into the mineral/gem you've chosen. If you fail, you'll turn Iron into a useless Rock.

Alchemy Item Data

I. ALCHEMY MADE POSSIBLE WITHOUT THE LEZARD FLASK

Skill Level	Mineral/Gem You Can Create
Level 1	Silver, Gold
Level 2	Sapphire, Ruby
Level 3	Crystal, Green Beryl
Level 4	Diamond
Level 5	Star Ruby
Level 6	Damascus
Level 7	Orichalcum

II. ALCHEMY MADE POSSIBLE WITH THE LEZARD FLASK

Skill Level	Mineral/Gem You Can Create
Level 6	Rune Metal
Level 7	Rainbow Diamond
Level 8	Moonite, Sage's Stone, Meteorite, Mithril

ART

Art screen



Required Skills: *Sketching, Esthetic Sense*

Related Talents: *Sense of Design*

Revealable Talents: *Sense of Design*

Required Support Items: *Magic Canvas, Magical Clay*

Special Support Items: *Graphic Software*

The Art Specialty allows you to create items that are mainly used in battle. Because you can't buy any of these items (although some are found locked up in treasure chests), investing in this skill may prove profitable. However, if you're not fond of using items in battle or are looking for a quick way to make money, you might want to spend your hard-earned Skill Points elsewhere and come back to this later.

To create items through Art, you must go to the Item Creation screen accessed through the Item screen in the Camp menu. Item Creation in Art is performed with two mediums: Magic Canvas and Magical Clay. Each item can be used to create different classes of items. Magic Canvases are good for creating cards and paintings, while Magical Clay is used to form Dummy Dolls, various statues, and ball weapons such as Tri-balls and Super Balls.

Magic Canvas Item Data

Cards:	Paintings:	Failure:
Revival Card	Portrait A (Claude)	Scribbles
Fairies Card	Portrait B (Rena)	
Victorial Card	Portrait C (Celine)	
Mortalial Card	Portrait D (Bowman)	
Extension Card	Portrait E (Dias)	
Discovery Card	Portrait F (Precis)	
Fountain Card	Portrait G (Ashton)	
Fol Up Card	Portrait H (Leon)	
	Portrait I (Opera)	
	Portrait J (Ernest)	
	Portrait K (Noel)	
	Portrait L (Chisato)	
	The Scream	
	Judgement Day	
	Spring	
	The Last Supper	

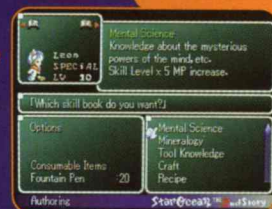
Magical Clay Item Data

Dummy Doll	Idol	Goddess Statue
Angel's Statue	Jack-In-The-Box	Hyperball
Hexagram Card	Super Ball	Skanda
Magic Rock	Mirror of Wisdom	Tri-ball
Treasure Chest	Fairy's Statue	Silence Card

Failure:
Weird Lump

AUTHORING

Authoring screen



Required Skills: *Writing*

Related Talents: *Writing Ability*

Revealable Talents: *Writing Ability*

Required Support

Items: *Fountain Pen*

Special Support

Items: *Text Software*

Characters skilled in the art of Authoring can write books that will enable others to learn the skills they've mastered.

To write a book about one of the 21 eligible skills, the author character must

have reached at least the fifth level in the skill that he or she wants to

write about. Books created through Authoring advance the reader a skill level in the skill the book covers, provided the reader has not yet reached the fifth level in that skill.

To author a book, go to the Authoring screen under Item Creation on the Items menu and choose the subject of your book. Each attempt requires the use of a Fountain Pen. If you succeed, the appropriate book on the list below will be produced. If you fail, a piece of Crumpled Paper will be your end result.

Leon is able to take Authoring a step further and use it to create some of the books he uses as weapons. These appear randomly, and the higher Leon's skill level, the more powerful the book weapon he can create.

Authoring Book List

I. Books:

Pose Collection (Sketching)
Today's Dish (Recipe)
Musical Theory (Musical Notation)
Operation Manual (Mech Operation)
Engineering (Mech Knowledge)
Choose Ingredients (Good Eye)
Cook From the Heart (Kitchen Knife)
Mystical Beings (Fairiology)
Heart Barriers (Mental Science)
Nature's Life Force (Biology)
The Land's Secret (Mineralogy)
Pocket Encyclopedia (Tool Knowledge)
Gold/Silversmith (Craft)
Pieces For Learners (Music Instrument)
No Need For Words (Metal Casting)
The Hermes Theory (Scientific Ability)
Forest Friends (Animal Training)
All About Herbs (Herbal Medicine)
On Revenge (Counterattack)
On Training (Mental Training)
Before Tea's Ready (Copying)



II. Leon-Only Items:

Reference Book
Treatise
Heraldry Book
Heraldry

Failure:

Crumpled Paper

COMPOUNDING

Compounding screen

Required Skills: Biology,
Herbal Medicine, Mental
Science

Related Talents: N/A

Revealable Talents: N/A

Required Support Items:
Herbs

Special Support Items:
Antiseptic Gloves



Compounding allows your characters to combine the herbs you buy in shops into magical potions and pills. Because this allows you to create items you can't normally buy, Compounding is a good Specialty to invest in.

On the Compounding screen, choose two herbs from the inventory list and, if successful, you will create one of the four items listed below for the combination you chose. If you are unsuccessful in your Compounding attempt, you will use up the ingredients chosen and create nothing.

When trying to compound a certain item, be sure to choose a combination that offers other items you might possibly want or need.

Compounding Item Data

Mandrake + Mandrake =	Natural High, Crush Pill, Violence Pill, Risky Liquid
Mandrake + Rose Hips =	Attack Vial, Smoke Mist, Flash Pot, Kamikaze Tonic
Mandrake + Artemis Leaf =	Danger Pot, Sweet Syrup, Spring Water, Sour Syrup
Mandrake + Wolfsbane =	Melting Lotion, Bubble Lotion, Lilith Tonic, Fairy's Cologne
Mandrake + Lavender =	Maple Syrup, Nightmare Pot, Smoke Oil, Merlin Drink
Mandrake + Aceras =	Risky Liquid, Energy Tonic, Hot Syrup, Herbal Oil
Rose Hips + Rose Hips =	Cure Poison, Cure Paralysis, Maple Syrup, Mixed Syrup

Rose Hips + Artemis Leaf =	Cure Poison, Cure Paralysis, Skanda Compress, Marionette Pill
Rose Hips + Wolfsbane =	Danger Pot, Paralysis Mist, Nightmare Pot, Succubus Cologne
Rose Hips + Lavender =	Sweet Syrup, Fresh Syrup, Fruit Syrup, Holy Mist
Rose Hips + Aceras =	Succubus Cologne, Mental Pot, Skanda Ointment, Kamikaze Tonic
Artemis Leaf + Artemis Leaf =	Care Tablet, Fairy Glass, Spring Water, Mint Pot
Artemis Leaf + Wolfsbane =	Sour Syrup, Violence Pill, Hot Syrup, Fruit Syrup
Artemis Leaf + Lavender =	Wonder Drug, Resurrection Mist, Medical Rinse, Smelling Salts
Artemis Leaf + Aceras =	Spring Water, Herbal Oil, Flash Pot, Wonder Drug
Wolfsbane + Wolfsbane =	Stink Gel, Madness Mist, Bitter Lotion, Melting Lotion
Wolfsbane + Lavender =	Stink Gel, Paralysis Oil, Bitter Lotion, Melting Lotion
Wolfsbane + Aceras =	Bubble Lotion, Shock Oil, Pixie Cologne, Lilith Tonic
Lavender + Lavender =	Medical Rinse, Mixed Syrup, Resurrection Bottle, Herbal Oil
Lavender + Aceras =	Energy Tonic, Holy Mist, Fresh Syrup, Resurrection Bottle
Aceras + Aceras =	Skanda Ointment, Smelling Salts, Fairy Mist, Resurrection Bottle

COOKING

Cooking screen

Required Skills: Kitchen Knife,
Good Eye, Recipe

Related Talents: Sense of Taste

Revealable Talents: Sense
of Taste

Required Support Items:
Groceries

Special Support Items: All-
Purpose Knife



Cooking is one of the most versatile and entertaining Specialties you can learn at the start of the game. Not only are the required skills available almost immediately but, in comparison with the components required for other Specialties, the Groceries required are pretty cheap. The best thing about Cooking is that a skilled Chef can create dishes that can be sold for a decent amount of money. Although most dishes weigh in at the 100+ FOL level, at least one or two per ingredient group can be resold for as much as 1,000+ FOL. These windfalls can come in quite handy at the start of the game, when money is scarce.

In addition to having resale value, the dishes you create can be used to supplement your collection of restorative medicines. Don't expect these simple dishes to heal all, but if you're crafty and skilled at making your characters' favorite foods, you'll find that their recovery power increases with their proficiency. When a character eats his or her favorite food, he or she will experience healing at a level greater than normal. The percentage of HP/MP healed changes as the character's Cooking Level increases.

FAVORITE FOODS

Character	Favorite Food
Claude	Steak
Rena	Shortcake
Celine	Baby Rabbit Risotto
Ashton	Hamburger
Opera	Apple Cider
Dias	Chicken Skewers
Bowman	Daikon Miso Soup
Precis	Chocolate Crepes
Leon	Carrot Juice
Ernest	Hassaku Tea
Noel	Big Tuna
Chisato	None

To create Food Items, choose the Cooking Specialty under Item Creation on the Items menu. A list of the ingredients in your inventory will appear in the lower right-hand corner. Choose one and select Execute to transform the raw ingredient into something wonderful. For each ingredient class, you can create about 10 different items of different values and power. If you fail, you will cook a hideous item that is practically worthless and possibly damaging to your health. It is also possible for you to cook something unidentifiable, which you'll have to investigate with the Identify Specialty.

List of Ingredients and Their Associated Foods

Seafood: Shark Fin Soup, Shu-Mai, Toro Tuna, Seaweed Miso Soup, Shrimp Au Gratin, Salmon Omelet, Big Tuna, Shrimp Pilaf, Broth, Sole and Fruit Sauce (failed dish: Rotten Sashimi)

Fruit: Orangeade, Orange Sherbet, Banana Crepes, Pickled Plum, Strawberry Mousse, Peach Ice Cream, Apple Crepes, Orange Au Gratin, Berry Juice, Aged Berry Juice, Apple Cider (failed dish: Bitter Juice)

Grain: Fried Rice, Sweet Dumpling, Rice Cakes, Gruel, Pancakes, Rice Omelet, Rice Croquettes, Soy Milk, Shrimp Doria, Daikon Miso Soup, "Ishidaya" Tea*, Hassaku Tea*, Yukiyocho Tea*, Root Beer*, "Usunigori" Tea*, Yaegaki Tea* (failed dishes: Smelly Rice Cakes or Sambai Tea*)

Meat: Hamburger, Meat Dumpling, Beef Croquettes, Potstickers, Jambalaya, Chicken Skewers, Chicken Doria, Baby Rabbit Risotto, Steak, Ground Lamb Steak (failed dish: Bad-Tasting Stew)

Vegetables: Squash Croquettes, Corn Potage, Carrot Juice, Squash Spring Rolls, Vegetable Juice, Green Potage, Quick Pickles, Rice-Bran Pickles, Cabbage Roll, Spring Rolls, Carrot Ice Cream (failed dish: Wilted Salad)

Egg/Dairy: Fried Eggs, Yogurt, Chocolate Crepes, Bacon and Eggs, Vanilla Ice Cream, Shortcake, Macaroni Au Gratin, Custard Pudding, Egg Sandwich, Fruit Smoothie (failed dishes: Raw Milk or Spicy Cake)

*The Foods under Grain that are identified with asterisks are spirited drinks that can be brewed only by the adult characters (Celine, Ashton, Dias, Bowman, Opera, Earnest, Noel, and Chisato). Use them to your advantage! The price of Grain is cheap, but these Teas are fairly valuable, with a resale value of 1,000-2,000+ FOL for each bottle. If you're going to cook for money, try to brew up some of these!

Special Ingredients

The following ingredients are found in only two places during the game. They are given away as prizes in the Cooking Contests in Fun City and are locked away in Treasure Chests in the Cave of Trials in Virtual Exel. The items you can make with these ingredients are superb both in flavor and in healing power. They also can be sold for a very pretty penny!

Juicy Beef:

Fine Saute, Exciting Tenderloin, Prime Sirloin, Inviting Filet

Prime Tuna:

Tuna Skewers, Prime Tuna Steak, Fish of Happiness, Special Tuna

Ganze Sea Urchin:

Ichigoni, Ichigoni Supreme, Prince's Zoni Stew, Sea Urchin on Rice

Magical Rice:

Deluxe Doria, Miracle Fried Rice, Risotto Ecstasy, Heavenly Doria

Purity Leaf:

Special Stir-Fry, Milky Potage, Magical Salad, Golden Stew

Sweet Fruit:

Gateau Marjolaine, 1-Up Pudding, Beautiful Ice Cream, Ginger Ale

Creamy Cheese:

Au Gratin Climax, Cheese Pizza, Assorted Cheeses, Gorgonzola

Slippery Slime:

Soda Pop, Slime Jelly, Amoeba Soup, Gelatin Steak

Jiggly Slime:

Soda Pop, Slime Jelly, Amoeba Steak, Gelatin Steak

Yarma Cooking Set:

Selzer, Genie's Veggie Soup, Genie's Steak, Energy Drink

CUSTOMIZE

Required Skills:

Craft, Metal Casting, Functionality

Related Talents: Originality

Revealable Talents: N/A

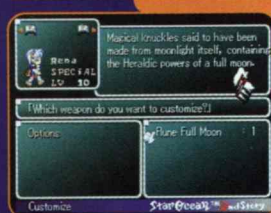
Required Support Items:

Weapons, Metals, Gems

Special Support Items:

Magical Rasp

Customize screen



Of all the Specialties, Customize is arguably the most important for each of your active party members to master. This skill enables the character to customize his or her own weapons, making them stronger and more powerful if they succeed. In fact, the most powerful weapons of the game (besides those found in the Cave of Trials) can be acquired only through the Customize Specialty.

Customize works in the following way: each of a character's weapons is assigned a value based on its strength, as are the minerals and gems used for customization. When you combine a weapon with a mineral or gem, their values are calculated along with the character's Customize skill level. So if your character has a Level 10 in Customize and tries to combine the strongest weapon he can buy with a piece of Mithril, the strongest mineral, then there's an excellent chance that he'll create a weapon that is a few levels up from the one he started with. In addition to random combinations, there are a few special combinations that are guaranteed—if the Customize attempt is successful—to create unique weapons that you cannot buy or find in a dungeon.

The tables below list some of the combinations possible for each of the characters in the game. Because the strongest weapons are usually made out of "one-of-a-kind" weapons, be sure to save your game before attempting customization. In addition, make sure that your characters are at least at Level 8 or 9 before trying to create their strongest weapon.

Customize Data

I. CLAUDE

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Ruby	Flame Sword
Weak Weapon	Silver	Silver Fangs
Weak Weapon	Gold	Golden Fangs
Strong Weapon	Star Ruby	Ignite Sword
Strong Weapon	Orichalcum	Silvance
Sharp Edge	Damascus	Grand Stinger
Minus Sword	Damascus	Grand Stinger
Veil Piercer	Diamond	Heart Breaker
Sharp Edge	Mithril	Minus Sword
Minus Sword	Mithril	Eternal Sphere

Failure: Dull Sword

II. RENA

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Damascus	Pain Cestus
Weak Weapon	Rune Metal	Metal Fangs
Strong Weapon	Moonite	Dragon's Claws
Magical Gloves	Moonite	Rune Full Moon
Magical Gloves	Rune Metal	Sorceress Knuckles
Rune Full Moon	Sage's Stone	Sorceress Knuckles
Sorceress Knuckles	Diamond	Kaiser Knuckles
Kaiser Knuckles	Moonite	Empresia

Failure: Worn Knuckles

III. CELINE

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Mithril	Silver Rod
Strong Weapon	Ruby	Ruby Wand
Strong Weapon	Star Ruby	Ruby Rod
Strong Weapon	Orichalcum	Holy Rod
Silver Rod	Moonite	Silvermoon
Holy Rod	Star Ruby	Dragon's Tusk

Failure: Bent Rod

IV. ASHTON

Starting Weapon	Mineral/Gem	Resulting Weapon
Twin Swords	Damascus	Smaller
Smaller	Moonite	Pair Nuts
Guard Sword	Iron	Shield Sword
Pair Nuts	Meteorite	Gemini
Twin-Edge	Mithril	Holy Cross
Lotus Eater	Meteorite	Gemini
Scyther	Damascus	Melufa

Failure: Wobbly Sword

V. PRECIS

Starting Weapon	Mineral/Gem	Resulting Weapon
Mid-Strength Weapon	Ruby	Fire Punch
Mid-Strength Weapon	Sapphire	Ice Punch
Mid-Strength Weapon	Diamond	Thunder Punch
Strong Weapon	Star Ruby	Burning Hand
Strong Weapon	Rainbow Diamond	Spark Hand
Magic Hand	Iron	Iron Punch
SD Punch	Damascus	UGA Punch
UGA Punch	Meteorite	SDUGA Punch

Failure: Scrap Iron

VI. BOWMAN

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Rune Metal	Metal Fangs
Weak Weapon	Meteorite	Braided Knuckles
Giant Fists	Rainbow Diamond	Titan's Fists
Hecatoncheire	Iron	Titan's Fists
Titan's Fists	Crystal	Asura
Asura	Diamond	Hecatoncheire
Rune Full Moon	Diamond	Moon Fists

Failure: Worn Knuckles

VII. DIAS

Starting Weapon	Mineral/Gem	Resulting Weapon
Strong Weapon	Meteorite	Whirlwind
Strong Weapon	Star Ruby	Soul Slayer
Grand Stinger	Damascus	Ruin's Fate
The Hope of Breeze	Rainbow Diamond	Hard Cleaver
Soul Slayer	Sage's Stone	Crimson Diablos
Hard Cleaver	Damascus	Crimson Diablos

Failure: Dull Sword

VIII. LEON

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Iron	Thick Book
Strong Weapon	Damascus	Book of Darkness
Strong Weapon	Rune Metal	Heraldry
Heraldry	Moonite	Heraldry Book
Book of Darkness	Mithril	Holy Scriptures
Book of Darkness	Damascus	Book of Chaos
Book of Chaos	Damascus	Ancient Wisdom

Failure: Crumpled Paper

IX. OPERA

Starting Weapon	Mineral/Gem	Resulting Weapon
Booster Box	Damascus	Black Box
Black Box	Crystal	Light Box
Light Box	Rune Metal	Magic Box
Light Box	Rainbow Diamond	Seventh Ray
Magic Box	Sage's Stone	Burst Box
Beta Box	Orichalcum	Pulse Box
Gamma Box	Orichalcum	Pulse Box

Failure: Scrap Iron

X. ERNEST

Starting Weapon	Mineral/Gem	Resulting Weapon
Strong Weapon	Star Ruby	Flare Whip
Strong Weapon	Sage's Stone	Freeze Whip
Strong Weapon	Rainbow Diamond	Spark Whip
Splinter	Ruby	Rose Whip
Rose Whip	Silver	Twin-tail
Hard Whip	Crystal	Light Whip
Light Whip	Mithril	Invisible Whip
Molecule Wire	Damascus	Dark Whip

Failure: Limp Whip

XI. NOEL

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Rune Metal	Metal Fangs
Weak Weapon	Moonite	Dragon's Claws
Eagle's Claws	Green Beryl	Dragon's Claws
Eagle's Claws	Sapphire	Serpent's Tooth
Hard Knuckles	Mithril	Eagle's Claws
Dragon's Claws	Iron	Grizzly Claps
Cat's Claws	Orichalcum	Tiger's Fangs
Tiger's Fangs	Mithril	Platinum Nails

Failure: Worn Knuckles

XII. CHISATO

Starting Weapon	Mineral/Gem	Resulting Weapon
Weak Weapon	Mithril	Shock Gun
Strong Weapon	Damascus	Cracker
Strong Weapon	Star Ruby	Flame Gun
Shock Gun	Sapphire	Freeze
Cracker	Sage's Stone	Psychic Gun

Failure: 10-Volt Stun Gun

Combining one of Chisato's weapon with a Rainbow Diamond will raise it a level and combining one with a Sapphire will lower it a level.

FAMILIAR

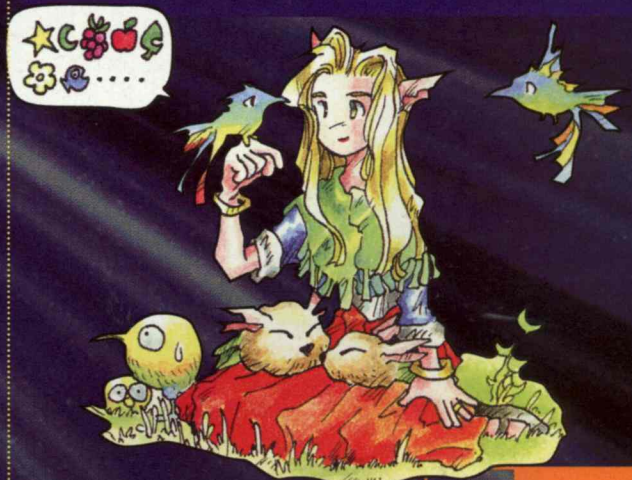
Familiar screen

Required Skills: Whistling, Animal Training
Related Talents: Love of Animals

Revealable Talents: Love of Animals

Required Support Items: Pet Food

Special Support Items: N/A



The Familiar Specialty allows characters who are stuck in dungeons or away from towns for other reasons to summon birds to run shopping errands for them. To summon a bird successfully, you must have Pet Food in your inventory and a decent proficiency in the Specialty (Level 5 or higher). Having the Love of Animals talent greatly increases your chance of attracting a bird.

Familiar is under the Specialty menu off the Camp menu. Each time you try to call a bird, you will use up one box of Pet Food. Once a bird has arrived, a Shop screen will appear allowing you to order a fixed menu of items. The shop lists vary by bird and the birds change as you increase your skill level. The reliability and speed of the bird also increases.

FAMILIAR DATA

Skill Level	Type of Bird	Shopping List
Levels 1-2	Pigeon	Aquaberry, Blackberry, Blueberry, Spectacles
Levels 3-4	Crow	Rose Hips, Lavender, Wolfsbane, Flare Bomb
Levels 5-6	Stork	Cure Paralysis, Mind Bomb, Mandrake, Resurrection Bottle, Cure Stone
Levels 7-8	Hawk	Seafood, Fruit, Grain, Meat, Vegetables, Egg/Dairy products
Levels 9-10	Eagle	Aquaberry, Blackberry, Blueberry, Spectacles, Spring Water, Aceras, Resurrection Bottle, Magic Canvas

IDENTIFY

Required Skills: Tool Knowledge, Mineralogy, Herbal Medicine

Related Talents: N/A

Revealable Talents: N/A

Required Support Items: Spectacles

Special Support Items: Element Analyzer



There are times when you will create things that can't be easily identified. Such items are marked "?" and their identities can be determined only through the use of the Identify Specialty. Any items in your inventory that are marked in this way are listed on the Identify screen, and the chance to identify them costs a measly Spectacle.

MACHINERY

Machinery screen

Required Skills:

Mech Knowledge, Mech Operation

Related Talents: Dexterity

Revealable Talents:

Dexterity, Sense of Design

Required Support Items:

Material Kits

Special Support Items:

N/A



The engineers in your party will have fun turning Material Kits into a variety of support items and bombs. You may have been wondering how to find the special support items listed for all the Specialties. This is the Specialty that will allow you to create them. In addition to the support items, characters skilled in this Specialty also can create bombs that will spice up your battles with the enemy.

Opera and Precs, characters naturally skilled in Machinery, can also use this skill to create weapon upgrades and even Killer Moves for themselves. If you are using these characters heavily, this is one Specialty you will want to have them master.

Machinery Data

I. Items all characters can create

A. Normal Items

Antiseptic Gloves
Element Analyzer
Erlenmeyer Flask
Graphic Software
Magician's Hand
Music Box
Ririca
Soldering Iron
Survival Kit
Text Software

B. Bombs

Assault Bomb
Half-Dead Bomb
Killer Poison
Mind Bomb
Nuclear Bomb
Peep-Peep Bomb
Protection Bomb
Soul Trap
Tetra-Bomb

II. Items only Precs can create

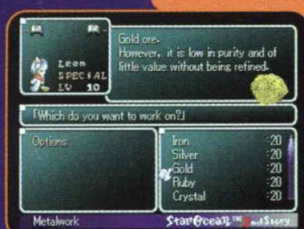
Iron Punch
One-Two Punch
Straight Punch
Ultra Punch
Holoprojector
Plasma Zap-Stick
Mech Launcher

III. Items only Opera can create

Black Box
Booster Box
X Box
Magic Box
White System
Black System
Green System

METALWORK

Metalwork screen



Required Skills:
Mineralogy, Craft, Esthetic Sense

Related Talents:

Dexterity

Revealable Talents:

Dexterity, Originality

Required Support Items:

Metals and gems

Special Support Items:

Soldering Iron

If you've admired some of the beautiful Accessories in the shops of Expel and Energy Nede, you'll be pleased to know that you can create those and more with the Metalwork Specialty. From each of the metals and gems used in Metalwork, eight Accessories can be forged. However, each character can create only four to five, which means you need to level up more than one character in this Specialty.

This is a worthwhile endeavor because some of the Accessories really will aid you in your quest, providing protection and improved attributes. Of course, if your creation attempt fails, you will end up with a worthless ring or earring.

Metalwork Item Data

CRACKED ORB

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Red Lotus Jewel	X	X	X	X	X	X	X	X	X	X	X	X

CRYSTAL

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Glass Slippers	-	X	X	-	X	-	-	-	-	-	X	-
Holy Ring	-	X	X	X	-	X	X	-	X	X	-	X
Princess Ring	-	X	X	-	-	-	-	X	-	-	X	-
Prism Ring	X	-	-	-	X	-	-	X	-	-	X	-
Reflection Ring	X	-	-	X	X	X	X	-	X	X	-	X
Resistance Ring	X	-	-	X	-	X	X	X	X	X	-	X
Surrender Pendant	-	X	X	X	X	-	X	-	-	X	-	X

DIAMOND

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Attack Earring	X	-	X	-	X	X	X	X	-	X	X	-
First Earring	X	-	X	-	-	X	X	X	-	-	X	X
Flash Earring	X	X	-	X	X	X	X	X	-	X	X	X
Pretty Idol	-	X	X	X	-	-	-	-	X	-	-	X
Promised Ring	-	X	X	X	X	-	-	X	X	X	-	-
Reverse Doll	X	-	-	-	-	X	X	-	-	-	X	X
Shiny Earring	-	X	-	X	X	-	-	-	X	X	-	-
Thunder Ring	-	-	X	-	-	-	-	-	X	-	-	-

GREEN BERYL

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Crown	X	-	X	X	X	-	-	-	-	-	-	X
Emerald Earring	-	X	X	-	-	-	-	-	X	-	-	-
Emerald Ring	-	X	X	X	-	X	X	-	X	X	-	-
Fairy Ring	X	-	-	X	X	X	X	X	-	X	X	X
Green Bracelet	-	X	-	-	-	X	X	X	X	X	X	-
Lot Bracelet	X	-	-	-	X	-	-	X	-	-	X	X
Might Chain	X	-	-	-	X	X	-	X	-	-	X	-
Talisman	-	X	X	X	-	-	X	-	X	X	-	X

GOLD

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Gold Ring	-	X	X	-	X	-	-	-	X	-	-	-
Golden Bracelet	X	-	-	-	-	X	X	X	X	X	X	-
Golden Cross	X	-	-	-	-	X	-	X	-	-	X	X
Golden Crown	-	X	X	X	X	-	-	-	-	-	-	X
Golden Earring	X	-	-	X	-	X	X	X	-	X	X	X
Golden Idol	-	X	-	X	-	-	-	-	X	-	-	X
Necklace	X	-	X	-	X	X	X	X	-	X	X	-
Sturm Ring	-	X	-	X	X	-	X	-	X	X	-	-

IRON

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Black Earring	-	X	X	-	X	-	-	X	X	X	-	-
Hard Earring	X	-	-	X	-	X	X	-	-	-	X	X
Hard Ring	X	-	X	X	X	-	-	X	-	-	X	X
Heavy Ring	X	-	X	X	-	-	-	X	X	-	X	X
Paralysis Check	-	X	-	-	X	X	X	-	-	X	-	-
Poison Check	X	-	-	-	X	X	X	-	-	X	X	-
Stone Check	-	X	-	-	-	X	X	-	X	X	-	-
Weird Doll	-	X	X	X	-	-	-	X	X	-	-	X

MOONITE

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Battalia Ring	-	X	X	X	-	-	-	X	X	X	-	X
Insanity Ring	X	-	-	-	X	X	X	-	-	-	X	-
Luna Tablet	-	X	X	X	X	-	X	X	-	-	X	X
Luna Talisman	X	-	-	-	-	X	-	-	X	X	-	-
Lunatic Earring	X	-	-	-	X	X	-	-	X	-	X	X
Lunatic Ring	-	X	X	-	-	-	-	X	-	-	-	X
Moon Earring	-	X	X	X	-	-	X	X	-	X	-	-
Moonlight	X	-	-	X	X	X	X	-	X	X	X	-

RAINBOW DIAMOND

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Atlas Ring	X	-	-	X	X	X	X	-	-	-	X	X
Dream Bracelet	X	-	X	-	X	X	X	X	-	-	X	-
Healing Ring	-	X	-	X	-	-	-	X	X	X	-	X
Left Cross	-	X	X	-	-	-	-	X	X	X	-	-
Magic Cross	-	X	-	X	-	-	-	X	X	X	-	-
Magic Mist	-	X	-	X	-	-	-	-	X	X	-	X
Regeneration Ring	X	-	X	-	X	X	X	-	-	-	X	-
Zephyr Earring	X	-	X	-	X	X	X	X	-	-	X	X

RUBY

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Berserk Ring	X	-	-	-	-	-	-	X	-	-	X	-
Blood Earring	-	X	X	X	X	X	X	-	X	X	-	X
Fire Ring	-	-	X	-	-	-	-	-	-	X	-	-
Flare Ring	-	X	X	-	-	X	-	X	X	X	-	X
Pyre Tear	X	X	-	X	X	X	X	X	X	-	X	X
Recoil Bracelet	X	-	X	-	X	-	-	X	-	-	X	-
Ruby Ring	X	-	-	X	X	-	X	-	-	-	X	-
Shield Earring	-	X	-	X	-	X	X	-	X	X	-	X

SAGE'S STONE

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Demonlayer Ring	-	X	-	X	-	-	-	-	X	X	-	X
Infinity Ring	-	X	X	-	-	-	-	X	X	-	-	X
Mental Ring	X	-	X	-	-	X	X	X	-	X	X	X
Mind Ring	-	X	-	X	X	-	-	-	X	-	-	-
Misty Symbol	-	X	X	-	-	-	-	X	X	X	-	X
Peep Half	X	-	-	X	X	X	X	-	-	-	X	-
Peep Non	X	-	-	X	X	X	X	-	-	X	X	-
Wisdom Ring	X	-	X	-	X	X	X	X	-	-	X	-

SAPPHIRE

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Anklet	X	-	-	X	X	-	X	-	X	-	X	X
Aqua Ring	-	X	X	-	-	X	-	X	X	X	-	-
Blue Talisman	-	X	X	-	X	-	-	X	X	X	-	X
Fairy Tear	X	X	X	X	X	X	X	X	-	-	X	X
Feet Symbol	-	X	X	X	X	-	X	X	-	X	-	-
Gale Earring	X	-	-	X	-	X	X	-	-	-	X	-
Purple Mist	X	-	-	-	-	X	-	-	X	-	X	X
Water Ring	-	-	-	-	-	-	-	-	X	X	-	-

SILVER

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Angel Hair	X	-	-	X	X	X	X	X	-	-	X	X
Silver Barrette	X	-	X	-	X	X	X	-	-	X	X	-
Silver Charm	-	X	X	-	-	-	-	-	X	X	-	-
Silver Cross	X	-	-	X	-	X	X	-	-	-	X	X
Silver Earring	-	X	X	-	X	-	-	X	X	X	-	-
Silver Idol	-	X	-	X	-	-	-	X	X	-	-	X
Silver Pendant	-	X	X	-	X	X	X	X	X	-	X	-
Silver Ring	X	-	X	X	-	-	-	X	-	X	-	X

STAR RUBY

Name of Accessory	Claude	Rena	Celine	Ashton	Opera	Dias	Bowman	Precis	Noel	Leon	Chisato	Ernest
Eclipse Ring	X	-	-	X	X	X	X	X	-	-	X	X
Meteor Ring	X	-	-	-	-	X	-	X	-	-	X	X
Protection Ring	-	X	X	X	X	-	X	-	X	X	-	-
Ruby Pendant	X	-	-	X	X	-	X	-	X	-	X	-
Shield Ring	X	-	-	X	X	X	X	X	-	-	X	X
Star Earring	-	X	X	-	-	-	-	-	X	X	-	-
Star Necklace	-	X	X	-	-	-	-	-	X	X	-	-
Stardust Ring	-	X	X	-	-	X	-	X	-	X	-	X

MUSICAL TALENT



Musical Talent screen: Compose Musical Talent screen: Play Music

Required Skills: Music Instrument, Musical Notation

Related Talents: Pitch, Sense of Rhythm

Revealable Talents: Pitch, Sense of Rhythm

Required Support Items: Feather Pen, Musical Instrument

Special Support Items: Musical Software

This Specialty allows you to compose and play songs that will aid you in your quest. The effect of these songs usually lasts only while the song is being played, but some songs ("Enter the Hero" and "The Evil Melody") cause an event to happen after the song ends.

You can access Musical Talent under the Specialty heading in the Camp menu. Once a character has learned this Specialty, it will appear under Killer Move or Spell Setting. On the Musical Talent menu, you will be given the option of Composing a song or Playing Music. You must compose songs before you can play them. For each of the instruments that you can find or buy during the game, you can compose two different songs. Each composing attempt requires the use of one Fountain Pen. If you fail (a common occurrence), the message "Can't seem to come up with a good sound" appears on the screen.

Once you've composed a song, you can play it under the Play Music option. Each attempt at playing a song uses up one Conductor's Baton. The effect of each song lasts as long as you can hear it playing in the background. And yes, your Specialty level and talents do have an effect on how well you play the song you've chosen.

SONGS LEARNED THROUGH COMPOSE

Instrument	Song Title	Description
Cembalo	"The Ghost Dance"	Aim is improved during the time this is played
Cembalo	"The Fairy Dance"	Dodging ability is improved during the time this is played
Harmonica	"The Strains of Battle"	Increases your chances of encountering the enemy
Harmonica	"The Strains of Loneliness"	Decreases your chances of encountering the enemy

Illusive Shamisen	"The Green Gale"	Improves your Agility stat
Illusive Shamisen	"The Secret Power"	Increases Max HP/MP
Lyre	"The Judgement"	Improves attack power
Lyre	"The Eternal Song"	Improves defense power
Organ	"The Song of Healing"	Restores HP while a character is walking
Organ	"The Song of Hope"	Restores MP while a character is walking
Piano	"The Song of Salvation"	Restores HP and MP as you walk
Piano	"The Song of Blessing"	Increases all parameters as you walk
Silver Trumpet	"The Evil Melody"	Causes a certain enemy to emerge once the song is finished playing
Silver Trumpet	"The Melody of the Gods"	Lets you achieve success Item Creation even without having the proper talents
Violin	"Enter the Hero"	Causes a certain enemy to emerge once the song is finished playing
Violin	"Hail the Goddess"	Increases the effectiveness of Specialty commands

Favorite Instruments

Claude: Silver Trumpet
Celine: Violin
Precis: Harmonica
Dias: Cembalo
Opera: Piano
Noel: Illusive Shamisen

Rena: Lyre
Ashton: Piano
Bowman: Harmonica
Leon: Violin
Ernest: Cembalo
Chisato: Organ

ORACLE

Oracle screen

Required Skills: Radar, Piety, Playfulness
Related Talents: Blessing of Mana
Revealable Talents: N/A
Required Support Items: N/A
Special Support Items: N/A



The Oracle Specialty appears on the Specialty menu. Execute this option when you want to learn all sorts of secrets and tips about the game. Sample trivia includes: "Private Action is not the only way to put the characters' feelings into play. It's important to fight together too!" and "When the hero of the story changes, the story itself changes a little too."

PICKPOCKET

Required Skills: Courage, Poker Face

Related Talents: Dexterity

Revealable Talents: N/A

Required Support Items: Bandit's Glove or Magician's Hand

Special Support Items: Magician's Hand

Pickpocketing is one of the first Specialties you should consider investing in. This Specialty, along with the help of a handy but expensive Bandit's Glove, will allow you to lift items off the people you meet in towns and dungeons. However, this ability comes with a price. If you Pickpocket while the members of your party are around, their opinion of you will drop.

The safest way to Pickpocket is during Private Actions using Claude or Rena (whichever one you are playing as). This also allows you to steal from your own party members, which can be highly profitable. The upside of Pickpocketing is that it allows you to steal items that are both rare and powerful. A successful thief can lift items that don't appear until later in the game or that never appear at all. Unfortunately, there is no way to guarantee success, and you can Pickpocket a person only once!

To use Pickpocketing, merely equip the thief with either a Bandit's Glove or a Magician's Hand and, when you're within range of an unwary target, press **■**. If you're successful, a dialogue box will appear listing the item you've lifted. If you fail, either the target character will respond angrily or you'll see a dialogue box stating your failure.

PRACTICE

Practice screen

Required Skills: Effort,

Perseverance, Patience

Related Talents: N/A

Revealable Talents: N/A

Required Support

Items: N/A

Special Support Items:

N/A



When Practice is turned on, this Specialty allows your characters to increase the experience points learned in battle to 20 percent. However, during the time you are using this Specialty, you will fight with lowered ATK, AC, HIT, and AVD attributes. When you turn this option off, your stats will go back to normal.

The Practice screen is under Specialty on the Camp menu.

REPRODUCTION

Reproduction screen

Required Skills: Copying

Related Talents: N/A

Revealable Talents: N/A

Required Support

Items: Magical Camera

or RIRICA, Magical Film

Special Support Items:

RIRICA



Using a special 3-D camera, your party can take pictures and actually replicate items that you have in your inventory. This is a great way to make copies of items that are rare or hard to duplicate the normal way. Be warned: Not all items are eligible for Reproduction! In fact, most of the rare weapons and equipment that you find cannot be replicated in this manner.

Reproduction requires one piece of Magical Film per use and if your attempt is unsuccessful, you will end up with a worthless Blurry Photo.

SCOUT

Scout screen

Required Skills:

Danger Sense

Related Talents:

Sixth Sense

Revealable Talents:

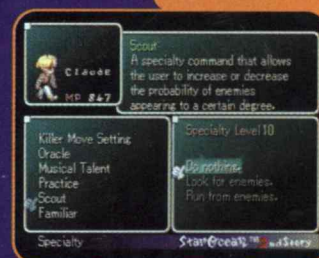
Sixth Sense

Required Support Items:

N/A

Special Support Items:

N/A



The Scout Specialty allows your characters to actively affect how often they encounter enemies. If you choose to use this Specialty, move the Scout character to the head of your party and choose whether you want the character to look for enemies (increasing your encounter rate) or run from enemies (decreasing your encounter rate). Should you choose to have the Scout run from enemies, don't be surprised if you still have random encounters with enemies. This Specialty will help you avoid some battles, but not all of them!

The Scout screen is under Specialty on the Camp menu.

Star Ocean

THE SECOND STORY™

SURVIVAL



The Survival screen

Required Skills:

Herbal Medicine,
Patience

Related Talents: N/A

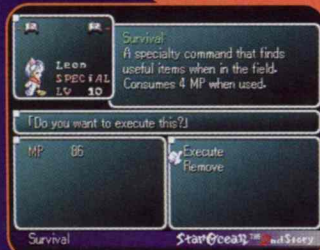
Revealable Talents:

N/A

Required Support

Items: N/A

Special Support Items: Survival Kit



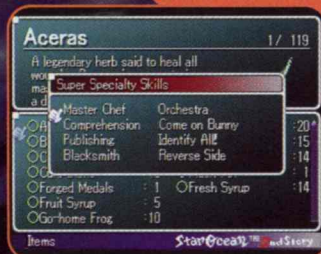
Survival allows your characters to search the surrounding areas for any items that might be of use to the party. The items you find (usually food, herbs, or minerals) are randomly determined, but usually correspond to the type of terrain you're searching. Each attempt, whether successful or not, costs your character 4 MP.

SUPER SPECIALTIES

Super Specialties take the whole Skill System to the next level with Specialties that require the participation of the entire party. Formed as a combination of two Specialties, Super Specialties increase in level as your whole party gains levels in the related skills. Super Specialties give your party the ability to create more powerful and expensive items and to perform actions that improve your condition on the whole.

Super Specialties menu

Super Specialties are found under the heading Super Specialties on the Item menu under the Item option on the Camp menu. Each Specialty has its own set of instructions and requirements, which are as follows.



BLACKSMITH

The Blacksmith screen

Required Specialties:

Customize, Alchemy

Leveling-Up Skills:

Metal Casting,
Mineralogy

Required Support Items: Smith's Hammer, Metals, Gems

Special Support Items: Magical Rasp



This Super Specialty will come in very handy. It allows your party to create extremely powerful armor and equipment that you can't buy in stores. However, this ability is acquired at the cost of your most valuable and rare minerals and gems. Having a high-level alchemist in your party is a must if you plan to make use of this Specialty often.

To create items using this Super Specialty, select it from the Super Specialty list, then decide which ore to use in your creation. Each use of this Specialty requires one Smith's Hammer, so keep plenty on hand. If you succeed, you will create one of the items listed below. If you fail, you'll have a worthless piece of junk added to your inventory. However, the risk is worth it because you can create some of the most powerful pieces of equipment with this Specialty—more powerful than those you can buy in the stores!

Acquiring a Magical Rasp is imperative if you want to create the most powerful equipment with this Specialty. However, having the Magical Rasp in your inventory will sharply decrease your chances of creating anything on the Non-Magical Rasp list.

Blacksmith Item Data

I. Without the Magical Rasp

- Damascus:** Chaos Mail, Core Plate, Bloody Armor, Bloody Helm
- Iron:** All-Purpose Knife, Plate Mail, Plate Greaves, Plate Helm, Banded Helm, Knight's Shield, Ring Mail
- Orichalcum:** Barrier Armor, Barrier Shield, Neo Greaves, Hermit's Helm
- Meteorite:** Star Cloak, Star Greaves, Star Guard, Star Necklace
- Mithril:** Mithril Mesh, Mithril Dress, Mithril Coat, Mithril Shield
- Moonite:** Jeanne's Armor, Jeanne's Shield, Jeanne's Helm, Witch's Boots
- Rune Metal:** Rune Shoes, Rune Buckler, Wizard's Mail, Wizard's Hat

II. With the Magical Rasp

Damascus: Duel Suit, Duel Helm, Algol
 Iron: All-Purpose Knife, Plate Mail
 Orichalcum: Reflective Armor, Odin's Helm
 Meteorite: Sylvan Boots, Sylvan Mail, Sylvan Helm
 Mithril: Pallas Athena
 Moonite: Ishtar's Robe, Isis Tiara, The Armband of Kali
 Rune Metal: Flying Hawk Robes, Mirage Robe

COME ON BUNNY



Come On Bunny screen



Required Specialties: Scout, Familiar
Leveling-Up Skills: Danger Sense, Whistling
Required Support Items: N/A
Special Support Items: N/A

Come On Bunny allows your party to amass its talents with animals to call a Giant Bunny to act as a form of transportation. This Super Specialty is on the Item menu, under Items on the Camp menu, and can be used only when you are travelling outside on the World Map. Although there is a chance the creatures around won't like you, if you are successful in summoning, the screen will switch back to the World Map, where you'll find your party replaced by a mammoth pink Bunny.

This Bunny becomes your main means of transport until you press X to disembark. The Bunny will then disappear, skittering off into the brush. Although this Super Specialty is of very little use once you've reached the planetoid Energy Nede and caught your Synard, it can be very helpful for travelling around the large continents of Expel.

COMPREHENSION

Comprehension screen

Required Specialties:

Practice, Survival

Leveling-Up Skills:

Effort, Patience

Required Support

Items: N/A

Special Support Items:

N/A



This Super Specialty allows all the members of your party to combine their powers in order to increase the Skill Points they receive during battle. Unlike using the Specialty Practice, using this Super Specialty does not lower your characters' strength during battle, but it does slow down their movement speed. Be sure to equip Accessories that bolster strength if you use this Super Specialty when going up against a particularly strong enemy like a Boss.

To set this Super Specialty, select it from the Super Specialty list and highlight either "Do nothing" or "Learn to Understand." These commands toggle the Specialty on and off.

IDENTIFY ALL



Identify All screen

Required Specialties:

Identify, Metalwork

Leveling-Up Skills: Tool

Knowledge, Craft

Required Support

Items: Spectacles

Special Support Items: N/A



Using Identify All makes your shopping excursions much easier and more profitable. This Super Specialty pools all your characters' appraisal skills, enabling them to spot a bargain when they see one. This Super Specialty will either increase the value of items you are selling back to a shop or decrease the selling price of items you want to purchase.

You'll find Identify All, like all Super Specialties, under the Item menu in the Items section of the Camp menu. Once Identify All is selected, you can choose between the two settings, Give Discount and Raise Price. Give Discount decreases the amount of money you have to pay for items in the next shop you enter, and Raise Price increases the resale value of any item you choose to sell in the next shop you visit. However, every time you make use of this Super Specialty, you'll use up one of your Spectacles, so be sure to restock whenever you make your discounted purchases!

MASTER CHEF

Master Chef screen

Required Specialties:

Compounding,
Cooking

Leveling-Up Skill:

Biology, Kitchen Knife

Required Support Items: Groceries

Special Support Items: N/A



Master Chef takes the Cooking Skill one step further. This Super Specialty allows you to combine basic ingredients to create foods with higher recovery powers (and larger price tags!) than the foods made using the Cooking Specialty. If you're hoping to make money fast with your culinary skills, this is the Super Specialty for you!

When you pull the Master Chef menu up, you can choose two ingredients from your inventory. If you succeed, you'll create one of the items listed below. If you fail, you'll create one of the familiar failures from the Cooking Specialty (Raw Milk, Smelly Rice Cakes, etc.).

Master Chef Item Data

Egg/Dairy + Egg/Dairy =	Plain Omelet
Fruit + Egg/Dairy =	Coconut Milk
Fruit + Fruit =	Pear Compote
Fruit + Grain =	Strawberry Mochi
Fruit + Meat =	Muscat Grape Jelly
Fruit + Vegetables =	Konyaku Jelly
Grain + Egg/Dairy =	French Toast
Grain + Grain =	Sweet Rice Cakes
Grain + Meat =	Meat Fried Rice
Grain + Vegetables =	Sake Lees Pickles

Meat + Egg/Dairy =
Meat + Meat =
Meat + Vegetables =
Seafood + Egg/Dairy =
Seafood + Fruit =
Seafood + Grain =
Seafood + Meat =
Seafood + Seafood =
Seafood + Vegetables =
Vegetables + Egg/Dairy =
Vegetables + Vegetables =

Creamed Stew
Sirloin Steak
Peking Duck
Steamed Aspic
Sole & Wine Sauce
Shark Potstickers
Bird's Nest Soup
Sashimi
Mushroom Soup
Yogurt Salad
Fried Vegetables

ORCHESTRA



Orchestra screen

Required Specialties:

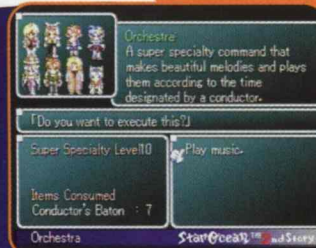
Art, Music

Leveling-Up Skills:

Esthetic Sense, Musical
Instrument

Required Support Items: Conductor's Baton, Musical
Instruments

Special Support Items: N/A



The Orchestra Super Specialty allows your party to form a small orchestra and play songs, which will greatly increase your chances of successful Item Creation. The catch to using this Super Specialty successfully is that you need enough instruments for all of your party members to play. You also need songs written for each instrument through Musical Talent.

Select this Super Specialty from the list under the Item menu and choose Play Music. If you don't have one or more of the required elements, a dialogue box stating what you're missing will appear. If you have all the required elements, you'll hear the song play in the background. During the (short) time that the song plays, you'll have a much improved chance at successful Item Creation as well as uncovering your characters' "secret talents." Keep in mind that each use of this Super Specialty requires a single Conductor's Baton.

Having your characters' favorite instruments on hand will increase your chance of success at this skill.

PUBLISHING

Publishing screen

Required Specialties:

Writing, Machinery

Leveling-Up Skills:

Writing, Mech

Operation

Required Support

Items: Fountain Pen

Special Support Items: Beret, Text Software



With this Super Specialty, your whole party combines efforts to publish a novel. Choose the author and he or she will write one of two books, which the remainder of the party will then publish. You can then take the book to a Publisher in Lacour or Central City for distribution. If your book sells well, you receive royalties based on the number of volumes and the time elapsed.

On the Publishing screen, choose an author from the list shown and, with one Fountain Pen, the publication process will begin. If you are successful, your party will create one of the books listed below (according to the author chosen). If your party is not successful, a piece of Crumpled Paper will be the result.

By the way, you can use these books to influence the reader's romantic and friendly feelings toward the author. The first book in the list can change the Friendship values between the reader (that is, the character who uses the book) and the author, while the second book changes their Romantic values.

If you're thinking this will allow you to manipulate the heck out of your characters' romantic feelings for each other, you should note that the books in the second column (which have an effect on Romantic values) appear extremely rarely.

PUBLISHING BOOK DATA

Character	Book #1	Book #2
Claude	<i>Planet of the Winds</i>	<i>Ocean of Stars</i>
Rena	<i>I Can Only See You</i>	<i>Falling in Love</i>
Celine	<i>The World Is Mine</i>	<i>Lady in Red</i>
Ashton	<i>Never Turn Back</i>	<i>Mr. "No"</i>
Precis	<i>Buy It...OK?</i>	<i>A Maiden's Secret</i>
Bowman	<i>Cat House Murder</i>	<i>Wax Doll Murders</i>
Dias	<i>The Bloody Road</i>	<i>To Live</i>
Leon	<i>Advanced Heraldry</i>	<i>Special Heraldry</i>
Opera	<i>New Civilization</i>	<i>Historic Greats</i>

Character

Ernest
Noel
Chisato

Book #1

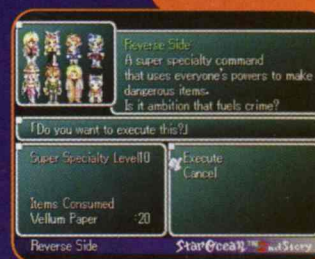
Countdown
Living with Animals
But One Truth!

Book #2

Lost Sanctuary
Principles of Nature
Killer's Book

REVERSE SIDE

Reverse Side screen



Required Specialties:

Pickpocket,

Reproduction

Leveling-Up Skills:

Courage, Copying

Required Support Items: Vellum Paper

Special Support Items: N/A

With a piece of Vellum Paper, the members of your party will sit down and try their hands at forgery. Reverse Side allows you to create counterfeit documents such as Second Ledgers, Liens, Contracts, and even Forged Metals. If you fail at creation, though, you will end up with a Bounced Check, which leeches money away from you every second that you own it. You can get rid of it easily, however, by paying a shopkeeper to take it off your hands.

Reverse Side also has one other big downside to it. Like using Pickpocketing, using this Super Specialty tends to make the rest of your party dislike you, so keep your use of it in check if you want to see some of the Couple endings.

Reverse Side Item Data

Contract
Fill-Up
Forged Bills
Forged Documents
Forged Checks
Forged Medals
Lien
Life Insurance
Second Ledger
Stock Certificates

Failure: Bounced Check

KILLER MOVES

Killer Moves are special attacks learned by your Fighter-class characters as they progress through levels of experience. These techniques can be assigned to the **[L]** and **[R]** buttons on the controller. Each character is capable of developing a unique assortment of Killer Moves. This process is more complicated for some characters, who must make items (Opera and Precis), take part in Private Actions (Precis), or complete treasure hunts (Ashton) to master certain techniques.

The skill with which your characters execute a particular Killer Move increases every time they perform it. The degree of their proficiency is indicated on the Specialty screen. When the Proficiency value for an attack reaches a sufficient level, the look of the attack changes and it becomes more powerful.

Claude C. Kenni

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Phase Gun	—	0	—	Claude uses a Federal Army laser gun to destroy targets at the molecular level
Air Slash	3	4	200	Directs a shock wave at the target
Shooting Stars	7	7	300	Concentrates the force of a falling star into Claude's fist
Head Splitter	13	9	260	Claude leaps into the air and descends on the target's head
Energy Sword	20	11	200	Restores HP by controlling the flow of life energy in the body
Burst Knuckle	28	12	100	Claude concentrates his fighting power to shoot flames from his fist
Ripper Blast	38	17	270	Claude kicks jagged boulders at the target
Twin Slash	45	15	160	Claude vigorously slashes up and down through the target's body
Dragon Howl	53	28	500	Shapes Claude's fighting power into the form of a dragon
Sword Bomber	62	32	420	Transforms Claude's fighting power into raging flames
Mirror Slice	70	38	460	Claude attacks with smooth, continuous movements

Ashton Anchors

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Twin Stab	—	4	100	Ashton stabs the target repeatedly
Cross Slash	—	8	100	Ashton slices the target in a crosswise fashion
Dead Triangle	—	19	200	Ashton surrounds, forms a barrier around, and attacks the target with a blur of swords
Northern Cross	18	9	200	Creates a huge ice figure that assaults the target
Piercing Swords	22	12	130	Ashton throws swords as if they were darts
Hurricane Slash	45	16	200	Ashton uses the momentum from his spinning body to slice up the target
Leaf Slash	53	19	—	Ashton instantly shreds the target while hiding in a blur of falling leaves
Dragon Breath	64	28	140	Gyoro and Ururun are transformed into fire-breathing giants
Sword Dance	70	32	400	Ashton brandishes swords to attack in a swift martial dance
Tri-Ace	—	45	140	A secret technique

Precis Newman

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Rocket Punch	—	4	120	Launches rockets at the target
Hop Step	—	5	140	Precis hops into the air and brings a hammer down on the target
Mole	17	7	100	Unleashes the mole version of Bobot
Ally-Oop!	25	8	220	Precis throws Bobot 1.0 at the target. With an increase in level, Bobot 2.0 becomes a weapon as well
Parabola Beam	38	12	240	Shoots a ring of laser light from a parabolic dish
Bang-Bang Attack	49	15	510	Constructs a line of hammers that swing at the target repeatedly
Bloody Mary	57	32	360	Bobot is equipped with twisting drills and ridden into the fray
Mujin Super Beam	—	24	120	Bobot fires a huge laser beam
Holo-Holograph	—	20	130	A technique known to the House of Anchors is rearranged a bit...
Barrier	—	28	200	Bobot generates a highly damaging field

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Bowman Jean

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Spirit Attack	—	4	200	Bowman attacks by concentrating his spiritual force
Poison Pills	—	5	250	Delivers a special poison via an exploding grenade
Pillory	—	6	380	Drops a punishment collar on the target
Firebird Attack	—	10	400	Bowman's fighting power ignites and is released
Secret Medicine	28	8	—	Uses a special elixir mixed by mountain hermits to restore HP
Death Siege	35	13	100	Spawns countless reproductions of Bowman's body that lay siege to the target
Whirlwind Fist	43	15	400	Bowman rapidly whirls his fist, creating a gigantic whirlwind
Burst Fist	51	28	200	Concentrates Bowman's fighting power into a colossal body of energy
Explosion Pills	66	20	200	Bowman throws an especially powerful grenade at the target
Sakura Attack	74	36	250	Bowman continuously strikes with a flowing movement driven by fighting power

Dias Flac

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Air Slash	—	4	—	Directs a shock wave at the target
Chaos Sword	—	5	120	Summons powerful, evil airs into Dias's sword
Cross Wave	—	8	120	Dias jumps into the air and slashes down on the target in a cross pattern
Crescent Wave	—	10	130	Generates a strong shock wave that rises up into the sky
Gale Stab	40	10	130	Dias repeatedly thrusts his sword with the speed of a rushing gale
Crescent Moon Flash	48	13	100	Generates a crescent-shaped shock wave
Hawk Scream Blast	56	16	100	Forms Dias's fighting power into the shape of a hawk
Full Moon Slash	63	25	100	Dias surrounds the enemy with moon-shaped slashing movements
Illusion	70	21	420	Dias attacks the enemy in a terrifying martial dance
Firebird Shock Wave	78	30	200	Transforms Dias's fighting power into a firebird

Opera Vectra

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Flame Launcher	—	7	200	Scorches the target with torrents of flame
Photon Prison	—	10	270	Shoots photon blasts that surround and capture the target
△ on One	24	23	440	Opera shoots the target repeatedly. The number of shots increases as Opera's level increases
Spread Ray	34	16	540	Opera leaps into the air and fires rays down at the target
Cold Wind	41	25	300	Blows countless shards of ice at the target
Gravity Shell	54	20	—	Creates a potent gravity shock wave
L.(lightning) Blade	69	20	200	Fires powerful blasts of electrical current
Laser Bit	—	8	300	Shoots special laser mirrors
Healing Star	—	9	—	Recovers HP by firing a unique healing ray
Hyper Launcher	—	34	500	Fires a high-powered laser

Ernest Raviede

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Dimension Whip	–	5	240	A whip lashes across from an alternate dimension to strike at the target
Spiral Whip	–	7	–	Ernest whirls the whip round and round at the target
Arc Attack	32	7	200	Using the whip's reactive force, Ernest soars into the air and kicks the target continuously
Thousand Whips	41	10	120	Ernest repeatedly whips the enemies within the target area
Cloud Dust	49	18	100	Ernest boosts his dodging ability by whipping a cloud of dust into the target's eyes
Broken Heart	58	17	200	A thorned whip springs from the ground to attack
Thunder Whip	65	22	200	Ernest charges his whip with lightning energy before turning it on the target
Sonic Whip	73	25	100	Ernest cuts the air with his whip, creating a vacuum shock wave

Chisato Madison

Move Name	Level Learned	MP Consumption	Proficiency	Effect
Twister	–	5	240	Chisato uses a shingu-style jujitsu technique to attack while rapidly spinning her body
Burning Cards	–	7	200	Chisato throws a multitude of special combat Job ID cards at the target
Whirlwind	–	12	200	Chisato uses a shingu-style jujitsu technique to attack in a whirlwind motion
10,000 Volts	44	15	200	Repeatedly discharges 10,000 volts of electricity from a crackling rod
Flame Thrower	53	16	200	Throws powerful flames that consume the target
Rising Dragon	62	13	200	Chisato attacks continuously using the flowing movements of a martial dance
Tear Gas	68	25	–	Launches a tear gas attack
Preparation	76	16	240	Summons missiles down from the sky

- The value listed in the Proficiency column denotes the proficiency level at which the Killer Move achieves its final form.
- Actual MP consumption may be reduced by equipment enhancements. The values listed indicate the initial MP requirements for performing each technique—without any modifiers.

Heraldry Spells

Heraldry Spells are the domain of the Mage-class characters. As Fighters develop their Killer Moves, Mages develop proficiencies in Spells. However, the effects of these Spells are less obvious than those of Killer Moves. The majority of the offensive Spells are connected to one of the 10 magical elements. When you use a Spell on an enemy that is weak in the Spell's element, extra damage is inflicted. Healing and support Spells do not have elemental affiliations.

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Rena Lanford

Spell Name	Level Learned	MP Consumption	Effect	Target	Element
Heal	—	3	If successful, restores HP	One ally	—
Antidote	3	5	Cures poison	One ally	—
Press	5	7	Summons a crushing weight out of thin air	One enemy	Void
Deep Mist	8	11	Impairs aim by filling the screen with a thick mist	All enemies	Darkness
Cure Light	10	11	Restores HP	One ally	—
Silence	12	14	Silences the air, rendering Spells ineffective	All enemies	—
Ray	14	10	Emits countless rays of deadly light	All enemies	Light
Energy Net	18	12	A mysterious power renders the target unconscious	Multiple enemies	Darkness
Cure All	20	18	Restores HP	All allies	—
Delay	22	18	Slows movement by altering the passage of time	One enemy	—
Dispel	25	24	Removes effect(s)	One ally	—
Gravity Press	28	24	Drops a multitude of weights onto the target area	Multiple enemies	Void
Light Cross	30	18	Generates a destructive cross of light	All enemies	Light
Protection	33	18	Improves defenses	One ally	—
Tractor Beam	36	22	Reverses gravity, hurling targets into the air. Will not work on flying enemies	Multiple enemies	Star
Haste	42	20	Increases speed	One ally	—
Growth	47	22	Raises attack strength	One ally	—
Fairy Heal	52	30	Restores almost all HP	One ally	—
Anti	54	40	Increases resistance to Heraldry Spells	All allies	Void
Raise Dead	60	45	Restores mobility	One ally	—
Star Flare	63	26	Unleashes a harmful starlight	All enemies	Light
Fairy Light	65	40	Restores almost all HP	All allies	—
Angel Feather	72	30	Improves all stats with an angel's blessing	One ally	—

Celine Jules

Spell Name	Level Learned	MP Consumption	Effect	Target	Element
Firebolt	—	2	Hurls fireballs at the target	One enemy	Fire
Wind Blade	—	2	Creates a crushing whirlwind	One enemy	Wind
Thunderbolt	—	4	Fires thunderbolts at the target	One enemy	Thunder
Ray	9	10	Emits countless rays of deadly light	All enemies	Light
Energy Arrow	12	17	Produces an arrow of light charged with negative energy	One enemy	Vacuum
Forget	15	10	Dark thunderbolts render enemy Spells ineffective	Multiple enemies	Thunder
Starlight	17	10	Shines a devastating light from above	All enemies	Star
Reflection	19	8	Forms a thunder shield	One ally	—
Mind Absorber	22	1	Transfers MP from the target to Celine	One enemy	Vacuum
Neutral	27	17	Breaks the effects of an enemy spell	One ally	—
Bless	28	18	Improves aim	One ally	—
Thunderstorm	31	28	Ignites a storm of lighting bolts	All enemies	Thunder
Eruption	34	30	An eruption of lava engulfs the target area	Multiple enemies	Fire
Curse	39	20	Breaks the effects of an enemy Spell	One ally	—
Lunar Light	43	38	Generates harmful moonlight	All enemies	Light
Southern Cross	49	42	Inflicts damage with the magic power of the Southern Cross	All enemies	Star
Thunder Cloud	55	40	Spawns a destructive mass of thunderbolts	All enemies	Thunder
Anti	59	40	Increases resistance to Heraldry Spells	All allies	—
Explode	66	54	Triggers an encompassing explosion	All enemies	Fire
Angel Feather	76	30	Improves all stats with an Angel's blessing	One ally	—
Meteor Swarm	—	82	Engulfs targets in a swarm of meteors summoned from space	All enemies	Star

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Leon D. S. Geeste

Spell Name	Level Learned	MP Consumption	Effect	Target	Element
Ice Needle	-	2	Hurls a spear of ice at the target	One enemy	Water
Wounds	-	4	Summons a sadistic demon from the shadows	One enemy	Darkness
Shadow Bolt	-	7	Summons a disturbing darkness from the shadows	One enemy	Darkness
Acid Rain	-	7	Seeds an acid rain that reduces enemy defenses	All enemies	Water
Deep Mist	-	11	Impairs aim by filling the screen with a thick mist	Multiple enemies	Darkness
Black Saber	-	14	Creates a blast of black vacuum shock waves	Multiple enemies	Darkness
Deep Freeze	-	15	Rains ice down on the target area	Multiple enemies	Water
Word of Death	-	18	Kills with a word possessed of ghostly powers	One enemy	-
Protection	32	18	Improves defenses	One ally	-
Starlight	34	10	Shines a devastating light from above	All enemies	Star
Delay	36	18	Slows movement by altering the passage of time	One enemy	-
Shadow Flare	39	32	Ignites flames of darkness that burn from hell	All enemies	Darkness
Haste	42	20	Increases speed	One ally	-
Growth	50	22	Raises attack strength	One ally	-
Noah	54	35	Releases a flood of water	All enemies	Water
Gremlin Lair	60	26	Summons gremlins from the blackness of hell	All enemies	Void
Daemon's Gate	66	37	Summons the guard of the gates of hell	All enemies	Void
Dark Circle	78	65	Propels up to one-fourth of the target's HP through a portal to another continuum	Multiple enemies	-
Extinction	-	90	Engenders an overwhelming energy	All enemies	Void

Noel Chandler

Spell Name	Level Learned	MP Consumption	Effect	Target	Element
Mind Absorber	-	1	Transfers MP from the target to Noel	One enemy	Vacuum
Wind Blade	-	2	Creates a crushing whirlwind	One enemy	Wind
Heal	-	3	If successful, restores HP	One ally	-
Grave	-	4	Blades rise from the ground to assault the target	One enemy	Earth
Tetanus Wind	-	10	Creates a poisonous vacuum shock wave	One enemy	Darkness
Sonic Saber	-	11	Generates a powerful vacuum shock wave	Multiple enemies	Wind
Cure Light	-	11	Restores HP	One ally	-
Earth Grave	-	16	Summons a cascade of jagged boulders	All enemies	Earth
Energy Arrow	-	17	Produces an arrow of light charged with negative energy	One enemy	Vacuum
Magnum Tornado	-	18	Engulfs the target area in a gigantic tornado	Multiple enemies	Wind
Cure All	41	18	Restores HP	All allies	-
Silence	41	14	Silences the air, rendering Spells ineffective	All enemies	-
Neutral	45	17	Breaks the effects of an enemy spell	One ally	-
Blood Sucker	49	12	Transfers HP from the target to Noel	Self	Vacuum
Foehn	52	25	Sparks an enveloping blast of heat	All enemies	Wind
Fairy Heal	55	30	Restores almost all HP	One ally	-
Dispel	60	24	Removes effect(s)	One ally	-
Curse	66	20	Breaks the effects of an enemy Spell	One enemy	-
Bless	72	18	Improves aim	One ally	-
Fairy Light	77	40	Restores almost all HP	All allies	-
Earthquake	82	65	Triggers a violent earthquake. Will not work against flying enemies	All enemies	Earth

*Actual MP consumption may be reduced by equipment enhancements. The values listed indicate the initial MP requirements for each Spell—without any modifiers.

Items, Items, and More Items

As you may have gathered, there are tons of things to find and make in the worlds of *STAR OCEAN The Second Story™*. The tables below list the basic stats for every item in the game, as well as the best way to acquire each. Please note, however, that when we say "best way," we mean the one or two ways that you can obtain more than one of the items easily. For example, the ability to purchase a weapon supersedes the ability to make it through Customize. Creating a rare ore through Alchemy will supersede finding the same thing in the few locations where it appears in a dungeon, and so on.

The following abbreviations are used to represent the characters' names:

Claude = CL
Celine = CE
Precis = PR
Dias = DI
Opera = OP
Noel = NO
Rena = RE
Ashton = AS
Bowman = BO
Leon = LE
Ernest = ER
Chisato = CH

SWORDS

Sword-class weapons are the favorites of both Claude and Dias.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	DI
Aura Blade	1,200	80	0	0	0	0	32	Light-based attack	-	Customize	X	-
Baselard	180	0	0	0	0	0	0	-	-	Customize	-	X
Bastard Sword	150	10	0	0	0	0	10	-	-	Customize	-	X
Broad Sword	60	0	0	0	0	0	0	-	-	Shops	X	-
Crimson Diablos	1,100	80	0	0	50	0	24	Endurance against Instant-death Spells	Strong: Light, Dark, Void	Customize	-	X
Cromlea Sword	1,399	0	0	0	0	0	0	-	-	Fun City prize	-	X
Dull Sword	2	0	0	0	0	0	1	-	-	Failed Item Creation	X	X
Eternal Sphere	1,600	70	0	40	0	0	25	Supplemental projectile attack	Strong: Light, Vacuum, Dark	Customize	X	X
Flame Blade	160	20	0	0	0	0	10	Fire-based attack	-	Shops	X	-
Force Sword	908	0	0	0	0	0	0	Consumes 2 MP per attack	-	Shops	X	-
Golden Fangs	10	0	0	0	0	0	0	-	-	Customize	X	-
Grand Stinger	620	120	0	0	0	0	10	Star-based attack; receive 10 HP of damage per attack	Strong: Star, Vacuum	Customize	X	X
Gusguine	250	0	0	0	0	0	0	-	-	Shops	X	-
Hard Cleaver	1,100	60	0	0	0	0	30	-	-	Customize	-	X
Heart Breaker	550	20	0	0	0	0	10	-	-	Customize	X	-
Holy Sword Farwell	1,900	70	70	0	0	0	15	-	-	Cave Of Trials	X	X
Ignite Sword	720	0	0	0	0	0	0	-	-	Shops	X	X
Long Edge	285	0	0	0	0	0	5	Double attack	-	Shops	X	-
Long Sword	30	0	0	0	0	0	0	-	-	Shops	X	X
Marvel Sword	1,100	100	0	0	10	0	15	-	-	Field of Power	X	X
Minus Sword	599	80	0	0	0	0	10	Vacuum-based attack; receive 10 HP of damage with each attack	Strong: Star, Vacuum	Customize	X	X
Murasame Sword	552	20	0	10	0	0	22	-	-	Customize	-	X
Oriental Blade	448	0	0	0	0	0	0	-	-	Customize	-	X
Ruin's Fate	1,000	50	0	0	0	0	0	-	-	Shops	-	X
Sacred Tear	1,250	50	0	0	0	0	30	Reduces MP consumption by 1/2	-	Fun City (Event)	X	-
Sawed	990	80	0	60	0	0	20	-	-	Customize	X	-
Sharp Edge	222	60	0	0	0	0	10	-	-	Lacour (Event with Gamgee)	X	X
Sharpness	500	50	0	10	0	0	33	Cannot obtain unless you view the event	-	Lacour (Event with Gamgee)	-	X
Silvance	1,210	99	0	0	0	0	30	Sun-based attack	Strong: Light, Dark	Customize	X	X
Silver Fangs	12	0	0	0	0	0	0	-	-	Customize	X	-
Sinclair Sabre	100	0	0	0	0	0	0	-	-	Shops	X	-
Soul Slayer	982	10	0	0	0	0	12	-	-	Customize	-	X
Subaru Sword	1,200	60	0	0	0	0	30	-	Strong: Water, Fire	Customize	-	X
The Hope of Breeze	770	30	0	0	0	0	20	Wind-based attack	-	Customize	-	X
Veil Piercer	480	0	0	0	0	0	0	-	-	Eluria Tower, Customize	X	-
Walloon Sword	240	0	0	0	0	0	0	-	-	Shops	X	X
Whirlwind	780	50	0	0	0	0	13	Wind-based attack	-	Customize	-	X
Windsley Sword	1,400	0	0	0	0	0	0	-	-	Fun City prize	X	-
Worn-out Sword	3	0	0	0	0	0	0	-	-	Failed Item Creation	X	X

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KNUCKLES

Knuckles are the preferred weapons of Rena, Bowman, and Noel.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	RE	BO	NO
Asura	750	20	0	0	0	0	3	Triple attack	-	Customize	-	X	-
Bagh Nakh	165	0	0	0	0	0	0	-	-	Shops	-	X	-
Braised Knuckles	599	30	70	0	0	0	6	Fire-based attack	-	Customize	X	X	-
Cat's Fangs	120	0	0	0	0	0	0	Triple attack	Weak: Thunder	Customize	X	-	X
Cestus	140	0	20	0	0	0	0	-	-	Shops	X	X	-
Death Fangs	1,350	50	0	10	0	0	15	-	-	Fun City prize	-	-	X
Dragon's Claws	450	20	100	0	0	0	26	Double attack	-	Customize	X	-	X
Eagle's Claws	760	0	110	0	0	0	10	Double attack	-	Shops	-	-	X
Empresia	1,220	70	300	0	0	0	30	-	-	Customize	X	-	-
Fallen Hope	1,000	50	300	0	0	0	20	Reduces MP consumption by 1/2	-	Fun City (Event)	X	-	-
Fellper Nails	1,200	50	30	0	0	0	0	-	-	Fun City prize	X	-	-
Flare Burst	1,300	0	0	0	0	0	0	Fire-based attack	-	Fun City prize	-	X	-
Giant Fists	470	10	0	0	80	0	26	Raises MP by 30%	-	Customize	-	X	-
Grizzly Claps	840	60	200	0	0	0	0	-	-	Shops	-	-	X
Hard Knuckles	58	0	10	0	0	0	0	-	-	Shops	X	X	X
Hecatoncheire	630	50	0	0	0	0	27	Triple attack	-	Shops	-	X	-
Kaiser Knuckles	1,100	60	200	0	0	0	4	-	-	Customize	X	X	X
Knuckles	30	0	0	0	0	0	0	-	-	Shops	X	X	X
Magical Gloves	688	50	60	0	0	0	12	-	-	Customize	X	X	-
Metal Fangs	400	0	50	0	0	0	0	-	-	Customize	X	-	X
Moon Fists	1,200	60	0	0	0	0	8	-	-	Customize	-	X	-
Pain Cestus	580	0	80	0	0	0	0	-	-	Shops	X	-	-
Platinum Nails	850	55	300	0	0	0	2	Triple attack	-	Customize	-	-	X
Rune Full Moon	900	0	150	0	0	0	0	-	-	Shops	X	X	-
Serpent's Tooth	900	20	150	0	0	0	12	-	-	Customize	-	X	X
Sorceress Knuckles	1,000	0	180	0	0	0	0	-	-	Customize	X	-	-
Tiger's Fangs	600	30	100	0	0	0	20	-	-	Customize	-	-	X
Titan's Fists	1,000	30	0	0	50	0	5	Raises MP by 30%	-	Customize	-	X	-
Worn Knuckles	1	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X

RODS

Rods are used only by Celine.

Name	ATK	HIT	MAG	GUTS	STM	UC	CRT	Special Powers	Main Method of Acquisition
Bent Rod	5	0	1	0	0	0	0	-	Failed Item Creation
Clap Rod	280	0	30	0	0	0	0	Inflicts 200 HP of damage without fail	Customize
Crest Rod	100	0	25	0	0	0	0	-	Shops
Dragon's Tusk	990	80	360	0	0	0	6	-	Fun City prize
Holy Rod	520	0	240	0	0	0	0	Light-based attack; recovers HP every 5 seconds during combat	Customize
Magical Rod	150	0	0	0	0	0	10	-	Customize
Prime Prayer	1,000	80	80	0	0	0	5	Gives user Motormouth proficiency	Fun City prize
Rod of Snakes	700	60	50	0	0	0	6	Reduces MP consumption by 1/2	Customize
Rod	10	0	5	0	0	0	0	-	Shops
Ruby Rod	680	0	300	0	0	0	0	Produces firebolts	Shops
Ruby Wand	70	0	20	0	0	0	0	-	Shops
Silver Rod	350	20	250	0	0	0	0	-	Shops
Silvermoon	1,000	0	300	0	0	0	0	Recovers MP every 10 seconds during battle	Customize
Tongue Twister	300	0	25	0	0	0	0	Reduces MP consumption by 1/3	Customize

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SHORT SWORDS

Short Swords are the domain of Ashton alone.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition
Both Shaver	120	0	0	0	0	0	0	-	-	Shops
Double Masher	799	40	0	0	0	0	15	-	-	Customize
Doubledemon Sword	700	0	0	0	0	0	0	Keeps the wearer in a constant berserk state	-	Fun City prize
Gemini	1,200	80	0	0	0	50	21	Star-based attack; double attack	Strong: Light, Dark; Weak: Fire	Customize
Guard Sword	160	10	0	0	0	0	11	-	-	Customize
Holy Cross	1,240	60	0	0	0	80	18	-	-	Customize
Lotus Eater	1,150	50	0	0	0	0	0	-	-	Shops
Melufa	1,320	80	0	0	0	100	40	-	Strong: Light, Dark; Weak: Water	Customize
Pair Nuts	380	20	0	0	0	0	12	-	-	Customize
Scyther	820	0	0	0	0	0	0	-	-	Shops
Shield Sword	490	0	0	0	0	0	0	-	-	Customize
Smaller	180	0	0	0	0	0	0	-	-	Shops
Twin Picks	500	50	0	0	0	0	20	-	-	Customize
Twin Swords	40	0	0	0	0	0	0	-	-	Customize
Twin Edge	340	0	0	0	0	0	0	-	-	Shops
Wobbly Sword	3	0	0	0	0	0	1	-	-	Failed Item Creation

PUNCHES

Punches are the mechanical hands Precs uses in battle.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition
Atomic Punch	1,120	55	0	0	0	0	0	-	-	Shops
Burning Hand	600	50	0	0	0	0	20	Fire-based attack	-	Customize
Fire Punch	699	0	0	0	0	0	0	Fire-based attack	-	Customize
Great Punch	850	0	0	0	0	0	0	-	-	Shops
Hyper Punch	1,250	0	0	0	0	0	0	-	-	Fun City prize
Ice Punch	380	0	0	0	0	0	0	Water-based attack	-	Customize
Iron Punch	165	0	0	0	0	0	0	-	-	Machinery or Customize
Magic Hand	125	0	0	0	0	0	0	-	-	Customize
One-Two Punch	280	0	0	0	0	0	0	-	-	Machinery
SD Punch	1,150	50	0	50	0	0	20	-	-	Customize
SDUGA Punch	1,600	0	0	65	0	0	30	-	-	Customize
Spark Hand	650	30	0	0	0	0	20	Water-, Thunder-, and Light-based attacks	-	Customize
Straight Punch	400	0	0	0	0	0	0	-	-	Machinery
Thunder Punch	420	50	0	0	0	0	25	Thunder- and Vacuum-based attacks	Strong: Thunder	Customize
UGA Punch	1,300	60	0	60	0	0	25	-	-	Customize
Ultra Punch	650	0	0	0	0	0	0	-	-	Machinery

ENERGY PAKS

Opera uses energy Paks to supercharge her huge gun.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition
Alpha Box	690	50	0	0	0	0	0	-	-	Shops
Beta Box	690	30	0	0	0	0	20	-	-	Customize
Black Box	200	20	0	0	0	0	20	-	-	Machinery or Customize
Booster Box	128	0	0	0	0	0	0	-	-	Machinery
Burst Box	780	60	0	0	0	0	20	Fire-based attack	-	Customize
Gamma Box	750	50	0	0	0	0	20	-	-	Customize
Light Box	490	0	0	0	0	0	0	Light-based attack	-	Customize
Magic Box	650	50	0	0	0	0	20	Cuts MP consumption by 1/3	-	Machinery or Customize
Psycho Box	1,050	0	0	0	0	0	0	-	-	Fun City prize
Pulse Box	1,000	60	0	0	0	0	20	-	-	Customize
Radio Box	162	0	0	0	0	0	0	-	-	Customize
Seventh Ray	280	60	0	0	0	0	35	Star- and Light-based attacks	Strong: Star, Vacuum, Light, Dark	Customize
X Box	500	0	0	0	0	0	0	-	-	Machinery or Customize

BOOKS

Whether he writes them himself or Customizes them from his current inventory, Leon's weapons of choice are Books.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition
All About ESP	780	0	70	0	0	0	0	Cuts consumption of MP by 1/3	-	Customize
Ancient Wisdom	800	50	380	0	0	20	0	Cuts consumption of MP by 1/2; recovers MP every 10 seconds during battle	-	Customize
Book of Awakening	50	20	88	0	20	20	0	-	-	Fun City prize
Book of Chaos	950	80	400	0	0	0	0	Void- and Darkness-based attack	Strong: Dark, Void; Weak: Light	Customize
Book of Darkness	700	0	80	0	0	0	0	Darkness-based attack	Strong: Light, Dark	Customize
Brain Structure	890	50	80	0	0	0	0	Reduces MP consumption by 1/2	-	Customize
Dictionary	340	0	50	0	0	0	0	-	-	Shops
Encyclopedia	500	0	100	0	0	0	0	-	-	Shops
Heraldry Book	500	50	100	0	0	0	0	Reduces MP consumption by 1/2	-	Authoring or Customize
Heraldry	290	0	100	0	0	0	0	-	-	Shops
Holy Scriptures	920	50	199	0	0	0	0	Light-based attack; recovers HP every 5 seconds during battles	-	Customize
Illustrated Book	320	0	22	0	0	0	0	-	-	Customize
Mental Revolution	680	0	60	0	0	0	0	Cuts the consumption of MP by 1/3	-	Customize
Reference Book	280	0	50	0	0	0	0	-	-	Shops
Thick Book	180	0	15	0	0	0	0	-	-	Customize
Treatise	50	0	390	0	0	50	0	-	-	Authoring

STUN GUNS

High-tech Nedian Stun Guns are Chisato's favorite weapons next to her feet and hands.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Main Method of Acquisition
10-Volt Stun Gun 10	0	0	0	0	0	0	10	-	Failed Item Creation
Aero Gun	800	0	0	0	0	0	0	Wind-based attack	Fun City prize
Cracker	660	0	0	0	0	0	50	Shoots projectiles	Customize
Electric	280	60	0	0	0	0	50	-	Customize
Electric Gun	410	0	0	0	0	0	0	-	Shops
Electron	830	66	0	0	0	0	60	-	Customize
Flame Gun	550	60	0	0	0	0	50	Fire-based attack	Customize
Flare Gun	920	65	0	0	0	0	90	Fire-based attack	Customize
Freeze	600	40	0	0	0	0	50	Water-based attack	Customize
Lightning Gun	650	51	0	0	0	0	0	Thunder-based attack	Shops
Psychic Gun	980	65	0	0	0	0	70	Changes 2 MP per use into energy	Customize
Shock Gun	380	40	0	0	0	0	50	-	Customize
Spark	750	60	0	0	0	0	80	Triple attack	Customize
Stun Gun	200	50	0	0	0	0	50	-	Customize
Voltage	460	70	0	0	0	0	50	-	Customize

WHIPS

Ernest uses whips in battle.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Main Method of Acquisition
Cat o' 9 Tails	1,280	0	0	0	0	0	0	Attack three times	Fun City prize
Dark Whip	1,100	50	0	0	0	0	30	Darkness-based attack	Customize
Flare Whip	800	80	0	0	0	0	25	Fire-based attack	Customize
Freeze Whip	800	80	0	0	0	0	25	Water-based attack	Customize
Hard Whip	550	0	0	0	0	0	0	-	Shops
Invisible Whip	950	150	0	40	0	0	31	-	Customize
Leather Whip	60	0	0	0	0	0	0	-	Shops
Light Whip	820	0	0	0	0	0	0	Thunder- and Vacuum-based attacks	Shops
Limp Whip	2	0	0	0	0	0	0	-	Failed Item Creation
Molecule Wire	799	60	0	0	0	0	24	-	Customize
Rose Whip	600	6	0	0	0	0	25	-	Customize
Spark Whip	1,080	50	0	0	0	0	0	Thunder-based attack	Shops
Splinter	460	0	0	0	0	0	0	-	Shops
Twin-tail	860	0	0	0	0	0	0	Double attack	Customize

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MISCELLANEOUS

The weapons in this small list are some of the rarest you can find. Because they can be used by various members of your party, they've been grouped together in a separate list.

Name	ATK	HIT	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
All-Purpose Knife	160	0	0	0	0	0	10	Increases success in Master Chef and Cooking Specialties	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Funny Slayer	1	0	0	0	0	0	40	Instantly kills Funny enemy types	-	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Weird Slayer	1,000	40	0	10	10	0	0	Instantly kills Weird enemy types; converts 1/2 damage inflicted to HP	-	Cave of Trials	-	X	-	-	X	X	-	-	-	-	-	X
Levantine Sword	3,000	50	0	50	50	0	35	Attack strength increases as the user's HP decreases	-	Cave Of Trials	X	-	-	X	-	-	X	-	-	-	-	-
Million Staff	800	80	800	0	30	30	40	Converts 1/5 of the damage received into MP	-	Cave of Trials	-	-	-	-	-	-	-	X	-	-	X	-
Holy Sword Farwell	1,900	70	70	0	0	0	15	-	-	Cave Of Trials	X	X	-	X	-	-	-	-	-	-	-	-

ARMOR AND EQUIPMENT

The Armor and Equipment tables include everything that you can equip on your characters' bodies. Use these table to determine which characters can use your favorite items.

ARMOR

Name	DEF	AVD	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Amber Robe	30	0	0	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Banded Mail	12	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Barrier Armor	92	5	0	0	0	0	0	-	Strong: Earth, Fire, Water	Blacksmith	X	-	-	X	-	X	X	-	X	X	X	X
Battle Suit	500	0	0	50	0	0	0	-	-	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Bloody Armor	144	44	0	0	0	0	0	Invalidates all attacks and sucks increases your defense	Weak: Water, Fire, away HP; in return, Void	Blacksmith	X	-	-	X	-	X	X	-	X	X	X	X
Brigandine	30	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Chaos Mail	99	9	0	0	0	0	0	Increases defense greatly	Weak: Thunder, Star, Light	Blacksmith	X	-	-	X	-	X	X	-	X	X	X	X
Core Plate	100	0	0	0	0	0	0	-	Strong: Thunder, Star	Blacksmith	X	-	-	X	-	X	X	-	X	X	X	X
Duel Suit	300	0	0	20	0	0	0	Protects against Petrification	-	Blacksmith	X	-	-	X	-	-	X	-	-	-	-	-
Evening Dress	30	0	100	0	0	0	0	-	-	Shops	-	X	X	-	X	-	-	X	-	-	-	X
Flashy Armor	1	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X	X	X	X	X	X	X	X	X	X
Flying Hawk Robes	170	0	150	0	0	0	0	Endurance against	Strong: Wind, Thunder, instant-death Spells	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-i
Holy Cloak	100	0	100	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Ishtar's Robe	230	30	230	0	50	0	0	Endurance against instant-death Spell	-	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-
Jeanne's Armor	180	0	0	20	0	0	0	-	Strong: Vacuum, Light	Blacksmith	-	-	-	-	X	-	-	-	X	-	-	X
Leather Armor	6	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Mirage Robe	230	60	150	50	50	50	10	Protects against Petrification	Strong: Thunder, Star, Vacuum, Light, Darkness	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-
Mithril Coat	88	0	80	0	0	0	0	-	Strong: Star, Light	Blacksmith, Shops	-	X	X	-	X	X	-	X	X	X	X	X
Mithril Dress	20	120	220	0	0	0	0	-	Strong: Wind, Thunder, Star, Vacuum, Light	Blacksmith	-	X	X	-	X	-	-	X	-	-	-	X
Mithril Mesh	200	0	0	0	0	0	0	-	-	Blacksmith, Shops	X	-	-	X	X	X	X	-	X	X	X	X
Odd Clothes	2	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X	X	X	X	X	X	X	X	X	X
Perforated Armor	1	0	0	0	0	0	0	-	-	Failed Item Creation	-	-	-	-	-	-	-	-	-	-	-	-
Plate Mail	90	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Reflective Armor	290	10	0	20	20	0	0	Restores 2% of MP every 5 seconds	Strong: Earth, Wind, in battle; endurance against instant-death and battle-support Spells	Blacksmith	X	-	-	X	X	X	X	-	X	X	X	X
Ringed Mail	20	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X

Star Ocean

THE SECOND STORY

ARMOR (CONT.)

Name	DEF	AVD	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Robe	3	0	0	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Seraphic Garb	400	40	100	0	50	50	0	Strength increases as wearer's HP decreases; endurance against instant-death and battle-support Spells	Strong: Fire, Light	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Silk Robe	12	0	0	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Silver Robe	70	0	120	0	0	0	0	-	Strong: Thunder	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Star Cloak	220	0	220	0	0	0	0	-	Strong: Star	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-
Steel Armor	150	0	0	0	0	0	0	-	-	Shops	X	-	-	X	-	X	X	-	X	X	X	X
Sylvan Mail	240	0	0	0	0	0	0	Protects against Petrification	-	Blacksmith	-	-	-	-	X	-	-	-	X	-	-	X
Valiant Mail	500	0	0	60	0	0	0	-	-	Cave of Trials	X	-	-	X	-	X	X	X	-	X	X	-
Valkyrie's Garb	480	0	0	50	0	0	0	-	-	Cave of Trials	-	X	X	-	X	-	-	-	X	-	-	X
Wizard's Mail	220	0	10	0	0	0	0	-	-	Blacksmith	-	X	X	-	-	-	-	X	-	-	X	-

SHIELDS

Shield-carrying characters have increased defense ratings.

Name	DEF	AVD	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Algol	40	80	0	0	50	0	0	-	-	Blacksmith	-	-	-	-	X	-	-	-	-	-	-	-
Barrier Shield	24	40	0	0	0	0	0	-	Strong: Water, Thunder	Blacksmith	X	-	-	-	X	-	-	-	-	X	-	-
Buckler	1	30	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Crestier Guard	20	80	0	0	0	0	0	Counterattack with projectiles during guard	Strong: Water	Shops	X	-	-	-	X	-	X	-	-	X	-	-
Fine Shield	15	70	0	0	0	0	0	-	-	Shops	X	-	-	-	-	-	X	-	-	-	-	-
Jeanne's Shield	30	80	0	0	0	0	0	Defends against Paralysis	Strong: Thunder, Star	Blacksmith	-	-	-	-	X	-	-	-	-	-	-	X
Knight's Shield	10	60	0	0	0	0	0	-	-	Shops	X	-	-	-	-	-	X	-	-	-	-	-
Mithril Shield	31	60	0	0	0	0	0	-	Strong: Fire, Darkness, Void	Blacksmith	X	-	-	-	X	-	X	-	-	X	-	-
Odd Gauntlets	0	10	0	0	0	0	0	-	Failed Item Creation	X	-	-	-	X	-	X	-	-	-	-	-	-
Odd Shield	5	10	0	0	0	0	5	-	Failed Item Creation	X	-	-	-	X	-	X	-	-	-	-	-	-
Pallas Athena	20	80	0	0	0	0	0	Endurance against instant death	Strong: Earth, Water, Fire, Wind, Thunder, Star, Vacuum, Light, Darkness; Weak: Void	Blacksmith	X	-	-	-	X	-	X	-	-	X	-	-
Rare Gauntlets	20	30	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Round Shield	4	60	0	0	0	0	0	-	-	Shops	X	-	-	-	X	-	X	-	-	X	-	-
Rune Buckler	5	60	0	0	0	0	0	-	-	Blacksmith	-	X	X	-	-	-	-	X	-	-	X	-
Star Guard	33	121	0	0	0	0	0	Counterattack with projectiles during guard	-	Fun City prize, Blacksmith	X	-	-	X	X	X	X	-	X	X	-	X
The Armband of Kali	30	30	0	0	0	0	10	-	Strong: Void	Blacksmith	-	X	X	-	X	-	-	-	X	-	-	X
Valiant Guard	120	120	0	0	0	0	0	Counterattack with projectiles during guard	-	Cave of Trials	X	-	-	X	-	X	X	X	-	X	X	-
Valkyrie Guard	100	120	0	0	0	0	0	Counterattack with projectiles during guard	-	Cave of Trials	-	X	X	-	X	-	-	-	X	-	-	X
Wooden Shield	2	50	0	0	0	0	0	-	-	Shops	X	-	-	-	X	-	X	-	-	X	-	-

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HELMETS

Good head protection is always important—especially in battle!

Name	DEF	AVD	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Banded Helm	6	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Beret	0	0	0	0	0	0	0	Increases success ratio of Authoring and Publication	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Bloody Helm	33	33	33	0	0	0	13	Invalidates all attacks and sucks away HP; in return, increases your defense when guarding against an attack	Weak: Earth, Fire, Vacuum	Blacksmith	X	-	-	X	-	X	X	-	X	X	X	X
Crown	0	0	0	0	0	0	0	-	-	Metalwork, Shops	X	X	X	X	X	X	X	X	X	X	X	X
Dream Crown	0	0	0	0	0	0	0	Endurance against instant-death Spells	Strong: Earth, Fire, Water, Thunder, Void; Weak: Darkness	Cave of Trials	-	X	X	-	-	-	-	X	-	-	-	X
Duel Helm	100	0	0	0	0	0	0	-	-	Blacksmith	X	-	-	X	-	X	X	-	-	X	X	-
Fame Helm	12	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Frog	1	0	0	5	0	0	0	-	-	Metalwork	X	-	-	X	X	X	X	-	X	X	X	X
Golden Crown	0	0	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Hermit's Helm	35	20	0	0	0	0	0	-	Strong: Fire	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-
Iron Helm	25	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Isis Tiara	50	0	0	0	0	0	0	-	-	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-
Jeanne's Helm	56	0	0	0	0	0	0	-	Strong: Water, Void	Blacksmith, Shops	-	-	-	-	X	-	-	-	X	-	-	X
Leather Helm	3	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Magical Hat	10	0	0	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Mithril Helm	65	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Moon Tiara	0	0	0	0	0	0	0	Gives Motormouth Skill of Level 7	Weak: Darkness	Defeating Breakwings	-	X	X	-	-	-	-	-	-	-	-	-
Odd Hat	1	0	0	0	0	0	0	-	-	Failed Item Creation	-	X	X	-	-	-	-	-	-	-	-	-
Odd Helmet	6	0	0	0	0	0	0	-	-	Failed Item Creation	X	-	-	X	X	X	X	-	X	X	X	X
Odin's Helm	50	0	10	60	60	0	10	-	Strong: Void	Blacksmith	X	-	-	X	-	-	X	-	-	-	-	-
Plate Helm	38	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Rune Cap	26	0	0	0	0	0	0	Reduces MP consumption to 2/3	-	Eluria Tower	-	X	X	-	-	-	-	X	-	-	-	-
Steel Helm	50	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Sylvan Helm	50	0	0	0	0	0	0	-	-	Blacksmith	-	-	-	-	X	-	-	-	X	-	-	X
Wizard's Hat	29	0	0	0	0	0	0	-	-	Fake Gallery, Blacksmith	-	X	X	-	-	-	-	X	-	-	-	X

GREAVES

The Greaves table includes shoes and other footwear.

Name	DEF	AVD	MAG	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Boots	3	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Bunny Shoes	10	0	0	0	80	0	0	Increase the wearer's speed	-	Cave Of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Glass Slippers	1	0	0	0	0	0	0	-	-	Metalwork	-	X	X	-	X	-	-	-	X	-	-	X
High Heels	5	0	0	0	0	0	0	-	-	Shops	-	-	X	-	-	-	-	-	X	-	-	X
High-laced Shoes	25	0	0	0	0	0	0	-	-	Shops	-	X	X	-	-	-	-	X	-	-	-	-
Iron Greaves	10	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Leather Boots	6	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Leather Greaves	5	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Mithril Greaves	45	0	0	0	0	0	0	-	-	Blacksmith	X	-	-	X	X	X	X	-	X	X	X	X
Mud Boots	0	0	0	0	0	0	0	Allow you to walk in swamps	-	Event in Mars	X	X	X	X	X	X	X	X	X	X	X	X
Neo Greaves	20	5	0	0	0	10	0	-	Strong: Earth	Blacksmith	X	-	-	X	X	X	X	-	X	X	X	X
Neumann Boots	4	4	0	0	10	0	0	-	-	Machinery	-	-	-	-	X	-	-	-	-	-	-	-
Odd Shoes	1	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X	X	X	X	X	X	X	X	X	X
Original Boots	3	0	0	0	0	0	0	-	-	Failed Item Creation	-	X	X	-	X	-	-	-	X	-	-	X
Pin Heels	3	0	0	0	0	0	10	-	-	Shops	-	-	X	-	-	-	-	-	X	-	-	X
Plate Greaves	18	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Rune Shoes	20	20	0	0	0	0	0	Raise MP 10% of max amount	Strong: Wind, Thunder	Blacksmith	-	X	X	-	-	-	-	X	-	-	X	-
Sandals	1	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Secret Boots	3	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Silver Greaves	30	0	0	0	0	0	0	-	-	Shops	X	-	-	X	X	X	X	-	X	X	X	X
Star Greaves	60	0	0	0	0	0	0	-	Strong: Vacuum, Darkness	Blacksmith	X	-	-	X	X	X	X	-	X	X	-	X
Steel-toed Boots	8	20	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Suede Boots	5	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Sylvan Boots	60	0	0	0	0	0	0	-	-	Blacksmith	-	-	-	-	X	-	-	-	X	-	-	X
Valiant Boots	260	0	0	0	0	0	0	Increase the wearer's speed	-	Cave Of Trials	X	-	-	X	-	X	X	-	X	X	-	-
Valkyrie Boots	250	0	0	0	0	0	0	Increase the wearer's speed	-	Cave Of Trials	-	X	X	-	X	-	-	-	X	-	-	X
Witch's Boots	34	10	0	0	0	0	0	Endurance against instant-death Spells	Strong: Fire, Void	Blacksmith	-	X	X	-	-	-	-	X	-	-	-	-

Star Ocean

THE SECOND STORY™

ACCESSORIES

Don't overlook the importance of accessories when arming your characters. A simple ring can reverse the negative attributes of cursed armor or merely help your characters move faster, fight better, and cast Spells more efficiently and cheaply.

Name	HIT	AC	AVD	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Angel Armband	60	60	60	60	0	60	0	-	Strong to all	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Angel Hair	0	0	5	0	0	0	0	-	-	Metalwork	-	X	X	-	X	-	-	X	-	-	X	-
Anklet	0	3	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Aqua Ring	0	0	0	0	0	0	0	Protects against water Spells with a 50% success rate	Strong: Water; Weak: Fire	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Atlas Ring	0	0	0	0	0	0	0	Doubles the wearer's STR;	Weak to all	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Attack Earring	0	0	0	20	0	0	20	Increases enemy encounters	-	Metalwork	-	-	X	-	-	-	-	-	-	-	-	-
Bandit's Glove	0	0	0	0	0	0	0	Allow use of Pickpocket Specialty	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Battalia Ring	0	30	0	0	0	0	0	Doubles the amount of damage you receive from enemies 20% of the time	Weak: Earth, Fire, Thunder, Vacuum, Darkness	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Berserk Ring	0	0	0	0	0	0	0	Keeps the wearer in a constant berserk state	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Black Earring	0	0	0	0	0	0	0	Converts 10% of the damage from Heraldic Spells into MP	-	Metalwork	-	-	X	-	-	-	-	X	-	-	X	-
Blood Earring	0	0	0	0	0	0	0	Converts incoming attacks into HP with a 10% success rate	-	Metalwork	-	-	X	-	-	-	-	X	-	-	X	-
Blue Talisman	0	0	0	0	12	0	0	Increases CON by 30%	Strong: Water	Metalwork	X	-	-	X	X	X	X	-	X	X	-	X
Crystal	0	0	0	0	0	0	0	-	Strong: Thunder	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Damascus	0	0	0	0	0	0	0	-	Strong: Darkness	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Demonlayer Ring	0	0	0	0	0	0	0	Decreases enemy encounters	-	Metalwork	X	-	-	-	-	-	-	-	-	-	-	-
Diamond	0	0	0	0	0	0	0	-	Strong: Thunder	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Dream Bracelet	0	0	0	0	0	0	0	Temporarily raises the wearer's level by one	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Eclipse Ring	0	0	0	0	0	0	0	Gives wearer a Strong Blow skill level of 3	-	Metalwork	X	-	-	X	X	X	X	-	X	X	-	X
Emerald Earring	0	0	0	0	0	0	0	Gives wearer a Motormouth skill level of 5	Strong: Wind	Metalwork	-	-	X	-	-	-	-	-	-	-	-	-
Emerald Ring	0	0	0	0	10	0	0	Reduces consumption of MP to 2/3 normal rate	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Fairy Ring	0	0	0	0	0	0	0	Reduces consumption of MP by half	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Fairy Tear	0	0	0	0	0	0	0	Converts the power of incoming Spells to MP	Strong: Water; Weak: Fire	Defeating Decus	X	X	X	X	X	X	X	X	X	X	X	X
Feet Symbol	0	0	0	0	0	0	0	Increases STR by 10% and DEX by 30%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Fire Ring	0	0	0	10	10	0	0	Increases defenses against fire-based attacks by 30%	Strong: Fire; Weak: Water	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
First Earring	0	0	0	0	0	20	0	Prevents rear attacks	Strong: Vacuum	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
Flare Ring	0	0	0	0	0	0	0	Protects against fire magic with a 50% success rate	Strong: Fire; Weak: Water	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Flash Earring	0	0	0	0	0	0	0	Converts Thunder-based attacks into MP	Strong: Thunder	Metalwork	-	-	X	-	-	-	-	X	-	-	X	-
Fortune	0	0	0	0	0	0	0	Brings good fortune in the form of random items	Weak: Fire	Fun City prize	X	X	X	X	X	X	X	X	X	X	X	X
Gale Earring	10	0	10	0	0	0	15	Allows wearer to attack twice	Strong: Wind	Eluria Tower	-	-	X	-	-	-	-	X	-	-	X	-
Gaudy Earring	0	0	0	0	0	0	0	-	-	Failed Item Creation	-	-	X	-	-	-	-	X	-	-	X	-
General's Ring	0	0	0	0	20	0	0	Increases CON by 10%	-	Hilton PA	X	X	X	X	X	X	X	X	X	X	X	X
Gold	0	0	1	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Gold Ring	0	0	1	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Golden Bracelet	0	10	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Golden Cross	50	0	0	0	0	0	0	Increases DEX by 20%	Strong: Fire; Weak: Vacuum	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Golden Earring	0	0	0	0	0	0	0	Increases AGL by 10%	-	Metalwork	-	-	X	-	-	-	-	X	-	-	X	-
Golden Idol	1	0	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Green Beryl	0	0	0	0	0	0	0	-	Strong: Wind	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Green Bracelet	0	0	0	0	0	5	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X

PRIMA'S OFFICIAL STRATEGY GUIDE

Name	HIT	AC	AVD	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Hard Earring	0	0	0	0	0	0	0	Increases STR by 30% and decreases DEX by 10%	-	Metalwork	-	-	X	-	-	-	-	-	X	-	-	X
Hard Ring	0	0	0	6	0	0	3	Increases STR by 30% and decreases DEX by 5%	Weak: Star	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Healing Ring	0	0	0	0	0	0	0	Character recovers 3% of HP while walking	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Heavy Ring	0	0	0	10	0	0	5	-	Weak: Fire, Wind, Thunder	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Holy Ring	0	0	0	0	0	0	0	Protects against Heraldic Spells with a 10% success rate	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Infinity Ring	0	0	0	0	0	0	0	Increases EXP earned by 20%	Weak to all	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Insanity Ring	0	0	0	0	0	0	0	Increases character's defenses when guarding against an enemy	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Iron	1	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Israel's Tear	30	30	30	20	0	50	30	Endurance against instant-death Spells	Strong: Void	Central City PA	-	X	X	-	-	-	-	-	-	-	-	-
Leaf Pendant	0	0	0	0	0	10	0	Raises CON by 30%	-	Salva PA	-	X	X	-	-	-	-	X	-	-	X	-
Left Cross	40	0	0	0	20	0	10	Increases HP of wearer 1,000 HP	Strong: Water, Star, Vacuum, Light, Void; Weak: Earth, Fire, Wind, Thunder, Darkness	Metalwork	X	X	X	X	X	X	X	X	X	X	X	
Link Combo	0	0	0	0	0	0	0	Allows you to link Killer Moves	-	Events in Lacour and Central City	X	-	-	X	X	X	X	-	X	X	-	X
Lot Bracelet	0	0	0	0	0	0	0	Changes damage done to enemy from double to 1/4	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Luna Tablet	0	0	0	0	0	0	0	Increases MP of wearer by 30%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Luna Talisman	0	0	0	20	0	0	0	Increases HP of wearer by 20%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Lunatic Earring	0	0	0	0	0	0	0	Doubles STR and halves DEX	Weak: Vacuum	Metalwork	-	-	X	-	-	-	-	X	-	-	X	-
Lunatic Ring	0	0	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Magic Cross	0	0	0	0	0	0	0	Diverts attacks to nearby monsters with 20% success rate	Strong: Star, Vacuum, Light	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Magic Mist	0	0	0	0	0	0	0	Aids character in escaping	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Magician's Hand	0	0	0	0	0	0	0	Increases success in Pickpocketing	-	Machinery	X	X	X	X	X	X	X	X	X	X	X	X
Mental Ring	0	0	0	0	0	0	0	Restores MP every 5 seconds during battle	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Meteor Ring	0	0	0	5	10	0	1	Allows wearer to attack twice	-	Eluria Tower	X	X	X	X	X	X	X	X	X	X	X	X
Meteorite	0	0	0	0	0	0	0	-	Strong: Darkness	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Might Chain	0	0	0	0	30	0	0	Increases STR by 30%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Mind Ring	0	0	0	0	0	0	0	Restores MP during battle	Weak: Thunder	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Mischief	0	0	0	0	0	0	0	Attracts happiness in the form of random items	Weak: Earth	Pickpocket (Port of Clik PA)	X	X	X	X	X	X	X	X	X	X	X	X
Misty Symbol	0	0	0	0	0	0	0	Increases INT BY 10%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Mithril	0	0	0	0	0	0	0	-	Strong: Light	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Moon Earring	0	0	0	0	0	0	0	Diverts all attacks to friends with 10% probability	Strong: Vacuum	Metalwork	-	X	X	-	X	-	-	-	X	-	-	X
Moonite	0	0	0	0	0	0	0	-	Strong: Vacuum	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Moonlight	0	0	0	0	0	0	0	Increases HP and MP by 20%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Necklace	0	0	1	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Orichalcum	0	0	0	0	0	0	0	-	Strong: Darkness, Void	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Paralysis Check	0	0	0	0	0	0	0	Protects against Paralysis	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Peep Half	0	0	0	5	0	0	0	Allows you to peep twice as fast	-	Metalwork	X	-	-	-	-	-	-	-	-	-	-	-
Peep Non	0	0	0	10	0	0	0	Prevents against peeping	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Poison Check	0	0	0	0	0	0	0	Protects against poison	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Pretty Idol	0	0	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Princess Ring	0	0	0	0	0	0	0	Increases MP of wearer by 100 MP	-	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
Prism Ring	0	0	0	5	0	0	0	Protects against everything with a 5% probability	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Promised Ring	0	0	0	20	20	10	10	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Protection Ring	0	6	0	0	0	0	0	Recovers HP during battle	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Purple Mist	0	0	0	0	0	10	0	Aids character in escaping	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Pyre Tear	0	0	0	0	0	0	0	Converts the power of incoming Spells to MP	Strong: Fire; Weak: Water	Defeating Shigeo	X	X	X	X	X	X	X	X	X	X	X	X
Rainbow Diamond	0	0	0	0	0	0	0	-	Strong: Star, Light	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Recoil Bracelet	0	0	0	0	0	0	0	Diverts attacks to nearby monsters with 10% probability	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X

ITEMS, ITEMS, AND MORE ITEMS

Star Ocean

THE SECOND STORY

ACCESSORIES (CONT.)

Name	HIT	AC	AVD	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Reflection Ring	0	0	0	0	0	0	0	Converts the power of incoming Spells to HP	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Regeneration Ring	0	2	0	0	0	0	0	Recovers HP every 5 seconds during battle	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Resistance Ring	0	0	0	0	0	0	0	Reduces the strength of incoming magic Spells by 10%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Reverse Doll	0	0	0	20	0	0	0	Prevents death a single time	Strong to all	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Right Cross	0	20	40	10	0	20	0	Doubles MP	Strong: Earth, Fire, Wind, Thunder, Darkness; Weak: Water, Star, Vacuum, Light, Void	Fun City prize	X	X	X	X	X	X	X	X	X	X	X	X
Ring of Happiness	0	0	0	0	10	50	0	-	-	Pickpocket (Port of Herlie, Town of Linga)	-	X	-	-	-	-	-	-	-	-	-	-
Ring of Sadness	0	0	0	0	0	0	0	Lowers STR by 30% and raises CON by 30%	-	Port of Herlie	X	X	X	X	X	X	X	X	X	X	X	X
Ruby	0	0	0	0	0	0	0	-	Strong: Fire	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Ruby Earring	0	1	0	0	0	0	0	-	-	Shops	-	-	X	-	-	-	-	-	X	-	-	X
Ruby Pendant	0	0	0	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Rune Metal	0	0	0	0	0	0	0	-	Strong: Thunder	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Sacknoth's Helmet	0	40	15	0	0	0	0	-	-	Fake Gallery	-	-	-	X	-	-	-	-	-	-	-	-
Sage's Stone	0	0	0	0	0	0	0	-	Strong: Light, Darkness, Void	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Salamander Helmet	0	12	10	0	0	0	0	-	-	Arlia Village PA	-	-	-	X	-	-	-	-	-	-	-	-
Santa's Boots	0	0	0	0	0	0	0	Stay overnight at an inn and Santa might bring you a gift	-	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Sapphire	0	0	0	0	0	0	0	-	Strong: Water	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Shield Earring	0	0	0	0	0	0	0	Reduces attack strength of Incoming attacks to 1/5 normal strength	-	Metalwork	-	-	X	-	-	-	-	-	X	-	-	X
Shield Ring	0	0	0	0	0	0	0	Reduces attack strength of Incoming attacks to 1/10 normal strength	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Shiny Earring	0	0	0	0	0	0	0	-	Strong: Light	Metalwork	-	-	X	-	-	-	-	-	X	-	-	X
Silver	0	0	0	0	0	0	0	-	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Silver Barrette	0	3	0	0	0	0	0	-	-	Shops	-	X	X	-	X	-	-	-	X	-	-	X
Silver Charm	0	0	0	0	0	0	0	Increases Magic strength of wearer by 5%	-	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
Silver Cross	0	0	1	0	0	0	0	Reduces chance of status anomalies by 50%	Strong: Vacuum, Light; Weak: Fire	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Silver Earring	0	0	0	0	0	0	0	Increases MP of wearer by 30%	-	Metalwork	-	X	X	-	X	-	-	-	X	-	-	X
Silver Idol	0	0	1	0	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Silver Pendant	0	0	10	5	0	0	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Silver Ring	0	2	0	0	10	10	0	Endurance against instant-death Spells	Strong: Vacuum, Light, Darkness	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Slayer's Ring	0	0	0	10	30	0	5	Allows wearer to attack three times	-	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Star Earring	0	0	0	0	0	0	0	Gives wearer a Motormouth skill level of 3	Strong: Star	Metalwork	-	-	X	-	-	-	-	-	-	-	-	-
Star Necklace	0	0	0	0	0	0	0	Gives wearer a Motormouth skill level of 3	-	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
Star Ruby	0	0	0	0	0	0	0	-	Strong: Fire, Darkness	Alchemy	X	X	X	X	X	X	X	X	X	X	X	X
Stardust Ring	0	0	0	0	0	0	0	Invulnerable to Star-based magic with 50% probability	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Stone Check	0	0	0	0	0	0	0	Protects against Petrification	-	Shops	X	X	X	X	X	X	X	X	X	X	X	X
Sturm Ring	15	0	15	0	0	5	0	-	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Surrender Pendant	0	0	0	0	0	0	0	Decreases enemy encounters	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Talisman	0	0	0	0	8	0	0	Increases CON by 10%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Thunder Ring	0	0	0	30	0	0	0	-	Strong: Thunder; Weak: Water	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-
Trickster	0	0	0	0	0	0	0	Brings good fortune in the form of random items	Weak: Water	Eluria Tower	X	X	X	X	X	X	X	X	X	X	X	X
Tri-emblem	50	50	50	20	50	50	10	-	Strong to all	Cave of Trials	X	X	X	X	X	X	X	X	X	X	X	X
Tri-emblem	10	12	5	0	0	0	2	Counterfeit emblem	-	Fake Gallery	X	X	X	X	X	X	X	X	X	X	X	X
Useless Decoration	0	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X	X	X	X	X	X	X	X	X	X
Water Ring	0	0	0	10	10	0	0	-	Strong: Water; Weak: Fire	Metalwork	-	X	X	-	-	-	-	X	-	-	X	-

Name	HIT	AC	AVD	GUTS	STM	LUC	CRT	Special Powers	Elemental Effects	Main Method of Acquisition	CL	RE	CE	AS	PR	BO	DI	LE	OP	ER	NO	CH
Weighty Ring	0	2	0	5	0	0	2	-	Weak: Vacuum, Darkness, Void	Failed Item Creation	X	-	-	-	-	-	-	-	-	-	-	-
Weird Doll	0	0	0	0	0	0	0	-	-	Failed Item Creation	X	X	X	X	X	X	X	X	X	X	X	X
Wisdom Ring	0	0	0	0	0	0	0	Decreases status anomalies by 70%; increases HP and MP by 20%	-	Metalwork	X	X	X	X	X	X	X	X	X	X	X	X
Zephyr Earring	0	0	0	0	0	0	0	Increases speed of wearer	-	Metalwork	-	-	X	-	-	-	-	-	X	-	-	X

ITEMS

The following table lists all of the other items that you can buy or make in the worlds of *STAR OCEAN The Second Story™*. Use this table to help you identify the uses of some of those more mysterious potions and items.

Item Name	Attributes	Main Method of Acquisition
1-up Pudding	Resurrects and restores HP 100%	Cooking
A Maiden's Secret	Raises romantic feelings for Precis (up to 8)	Publishing
Aceras	Restores HP 2%	Shops
Advanced Heraldry	Raises friendship feelings for Leon (up to 8)	Publishing
Aged Berry Juice	Cures all status anomalies	Cooking
All About Herbs	Raises Herbal Medicine skill level by one (up to LV 5)	Authoring
Aloe Jam	Restores HP 30%/MP 15%	Shops
Amoeba Soup	Restores MP 68%	Cooking
Angel's Statue	Restores party's HP 30%	Art
Antiseptic Gloves	Increases your success ratio in Compounding	Machinery
Aphrodisiac	Makes the user's romantic feeling for the hero an 8	Cross, Fun City (PA's)
Apple Cider	Restores MP 40%	Cooking
Apple Crepes	Restores HP 15%	Cooking
Apple Jam	Restores HP 12%	Shops
Aquaberry	Cures poisoning	Shops
Artemis Leaf	Recovers status anomalies	Shops
Assault Bomb	Explodes and inflicts damage on the nearest enemy	Machinery
Assorted Cheeses	Restores HP 70%	Cooking
Attack Vial	Raises the physical strength of a single character	Shops and Compounding
Au Gratin Climax	Restores HP 68%	Cooking
Baby Rabbit Risotto	Restores HP 35%	Cooking
Bacon & Eggs	Restores HP 20%	Cooking
Bad-Tasting Stew	Restores MP 1%	Failed Item Creation
Banana Crepes	Restores HP 18%	Cooking
Beautiful Ice Cream	Restores HP/MP 80%	Cooking
Beef Croquettes	Restores HP 30%	Cooking
Before Tea's Ready	Raises Copying skill level by one (up to LV 5)	Authoring
Berry Juice	Restores MP 5%	Cooking
Big Tuna	Restores HP 45%	Cooking
Bird's Nest Soup	Restores MP 70%	Master Chef
Bitter Juice	Restores MP 1%	Failed Item Creation
Bitter Lotion	Brings instant death to the object of a weapon attack	Compounding
Black System	Teaches Opera the Laser Bit Killer Move	Machinery
Blackberry	Restores MP 22%	Shops
Blanking Mist	Makes it possible to attack any type of enemy	Produced from the Treasure Chest Item
Blueberry	Restores HP 22%	Shops
Blurry Photo	Failure in Reproduction	Failed Item Creation
Bounced Check	Depletes your FOL supply each second you have it in your inventory	Reverse Side
Broth	Restores MP 30%	Cooking
Bubble Lotion	Brings instant death to the object of a weapon attack	Compounding
But One Truth!	Raises friendship feelings for Chisato (up to 8)	Publishing
Buy it...OK?	Raises friendship feelings for Precis (up to 8)	Publishing
Cabbage Roll	Restores HP 26%	Cooking
Care Tablet	Protects user from status anomalies	Compounding
Carrot Ice Cream	Restores HP 12%	Cooking
Carrot Juice	Restores MP 13%	Cooking

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ITEMS (CONT.)

Item Name	Attributes	Main Method of Acquisition
Cat House Murder	Raises friendship feelings for Bowman (up to 8)	Publishing
Cembalo	Used for Musical Talent and Orchestra	Shops
Cheese Pizza	Restores HP 68%	Cooking
Chicken Doria	Restores HP 48%	Cooking
Chicken Skewers	Restores HP 5%	Cooking
Chocolate Crepes	Restores HP 22%	Cooking
Choose Ingredients	Raises Good Eye skill level by one (up to LV 5)	Authoring
Cinderella Glass	When used, gives the party a 25% discount at the next store it visits	Salva Drift, etc.
Coconut Milk	Cures status anomalies	Master Chef
Conductor's Baton	Used for Orchestra	Shops
Contract	Proves "ownership" of an inn, giving you free room and board thereafter	Reverse Side
Cook from the Heart	Raises Kitchen Knife skill level by one (up to LV 5)	Authoring
Corn Potage	Restores MP 20%	Cooking
Countdown	Raises friendship feelings for Ernest (up to 8)	Publishing
Cracked Gem	Strange cracked jewel	Cave of Trials
Creamed Stew	Restores HP 70%	Master Chef
Creamy Cheese	Rare Cooking ingredients	Cooking Master (Fun City)
Crumpled Paper	Failure in Authoring and Publishing	Failed Item Creation
Crush Pill	Changes HP into energy	Compounding
Cure Paralysis	Restores a character who has been paralyzed	Shops and Compounding
Cure Poison	Restores a character who has been poisoned	Shops and Compounding
Cure Stone	Restores a character who has been turned to stone	Shops and Compounding
Custard Pudding	Restores HP 15%	Cooking
Daikon Miso Soup	Restores MP 10%	Cooking
Daikon Radish	Restores HP 10%	Cooking
Danger Pot	Restores HP 30% but causes status anomalies	Compounding
Deluxe Doria	Restores HP 88%	Cooking
Discovery Card	Increases the chances of receiving an item after a battle	Art
Dummy Doll	Lowers the enemy's AVD rate	Art
Egg Sandwich	Restores HP 19%	Cooking
Egg/Dairy Products	Cooking ingredient	Shops
Element Analyzer	Increases your success ratio in Identify	Machinery
Energy Drink	Cures all Status Anomalies	Cooking
Energy Tonic	Exchanges the user's MP and HP values	Compounding
Engineering	Raises Mech Knowledge skill level by one (up to LV 5)	Authoring
Erlenmeyer Flask	Increases your success ratio in Alchemy	Machinery
Exciting Tenderloin	Restores HP 70%	Cooking
Extension Card	Doubles the EXP points earned in battle	Art
Fairies Card	Recovers 50% of the party's HP	Art
Fairy Glass	Temporarily stops consumption of MPs for one character	Compounding
Fairy Mist	Temporarily stops consumption of MPs for all characters	Compounding
Fairy's Cologne	Reduces enemy encounters and in battle lowers their aiming abilities	Compounding
Fairy's Statue	Destroy's one enemy	Art
Falling in Love	Raises romantic feelings for Rena (up to 8)	Publishing
Fanzine	Collectable Item	Fun City (exhibit)
Fanzine !	Collectable Item	Fun City (exhibit)
Fanzine ?	Collectable Item	Port of Clík (Pickpocket)
Fanzine ♂	Collectable Item	Giveaway (Pickpocket)
Fanzine ♀	Collectable Item	Fun City (exhibit)
Fanzine ♥	Collectable Item	Produced from the Treasure Chest item
Fanzine ♂	Collectable Item	Produced from the Treasure Chest item
Fanzine ♪	Collectable Item	Fun City (exhibit)
Feather Pen	Used for Musical Talent	Shops
Fill-up	Gives you three random items	Reverse Side
Fine Saute	Restores HP 70%	Cooking
Fish of Happiness	Restores HP 70%	Cooking
Fish Squash Salad	Cures all status anomalies	Cooking
Flare Bomb	Fire-based bomb	Machinery
Flash Pot	Increases the success rate of Item Creation	Compounding
FOL Up Card	Doubles the FOL earned in battle	Art
Forest Friends	Raises Animal Training skill level by one (up to LV 5)	Authoring
Forged Bills	Sell for 5,000 FOL	Reverse Side
Forged Checks	Sell for 20,000 FOL	Reverse Side
Forged Documents	Sell for 50,000 FOL	Reverse Side
Forged Metals	Increases your EXP points a level	Reverse Side
Fountain Card	Gives you one random item	Art

Item Name	Attributes	Main Method of Acquisition
Fountain Pen	Used for Authoring and Publishing	Shops
French Toast	Restores MP 55%	Master Chef
Fresh Syrup	Restores HP 100%	Shops and Compounding
Fried Eggs	Restores HP 18%	Cooking
Fried Rice	Restores HP 26%	Cooking
Fried Vegetables	Restores HP 50%	Master Chef
Fruit	Cooking ingredient	Shops
Fruit Nectar	Restores HP/MP 100%	Cooking
Fruit Sandwich	Restores MP 50%	Cooking
Fruit Smoothie	Restores MP 8%	Cooking
Fruit Syrup	Restores HP/MP 45%	Shops and Compounding
Ganze Sea Urchin	Rare Cooking ingredients	Cooking Master (Fun City)
Gateau Marjolaine	Restores HP 100%	Cooking
Gelatin Steak	Restores MP 60%	Cooking
Genie's Steak	Restores HP 90%	Cooking
Genie's Veggie Soup	Restores MP 90%	Cooking
Ginger Ale	Restores HP/MP 100%	Cooking
Goddess Statue	Restores party's MP 30%	Art
Go-Home Frog	Instant exit from the Cave of Trials	Cave of Trials
Gold/Silversmith	Raises Craft skill level by one (up to LV 5)	Authoring
Golden Stew	Restores MP 90%	Cooking
Gorgonzola	Restores HP 70%	Cooking
Grain	Cooking ingredient	Shops
Graphic Software	Increases your success ratio in Art	Machinery
Green Potage	Restores MP 25%	Cooking
Green System	Teaches Opera the Killer Move Hyper Launcher	Machinery
Ground Lamb Steak	Restores HP 40%	Cooking
Gruel	Restores HP 10%	Cooking
Half-Dead Bomb	Inflicts damage equal to half the monster's HP	Machinery
Hamburger	Restores HP 19%	Cooking
Happo-sai	Restores HP 20%	Cooking
Harmonica	Used for Musical Talent and Orchestra	Shops
Hassaku Tea	Restores MP 40%	Cooking
Heart Barriers	Raises Mental Science skill level by one (up to LV 5)	Authoring
Heavenly Doria	Restores HP/MP 100%	Cooking
Herbal Oil	Restores MP 30%	Compounding
Hexagram Card	Silences all enemies for a fixed period of time	Art
Historic Greats	Raises romantic feelings for Opera (up to 8)	Publishing
Holoprojector	Teaches Preci the Killer Move Holo-holograph	Machinery
Holy Mist	Restores party's HP 60%	Compounding
Hot Syrup	Restores either HP or MP 70%	Compounding
Hyperball	Inflicts damage by breaking into eight parts and hitting the enemy	Art
I Can Only See You	Raises friendship feelings for Rena (up to 8)	Publishing
Ichigoni	Restores MP 90%	Cooking
Ichigoni Supreme	Restores MP 90%	Cooking
Idol	Destroys all enemies	Art
Illusive Shamisen	Used for Musical Talent and Orchestra	Cave of Trials
Inviting Filet	Restores HP 100%	Cooking
"Ishidaya" Tea	Restores MP 60%	Cooking
Jack-in-the-box	Who knows what will pop out?	Art
Jambalaya	Restores HP 46%	Cooking
Jiggly Slime	Rare Cooking ingredients	Cooking Master (Fun City)
Judgement Day	Casts Shadow Flare Spell	Art
Juicy Beef	Rare Cooking ingredients	Cooking Master (Fun City)
Kamikaze Tonic	Increases strength of one character	Compounding
Killer Poison	Poisons surrounding monsters	Machinery
Killer's Book	Raises romantic feelings for Chisato (up to 8)	Publishing
Konyaku Jelly	Restores HP 40%	Master Chef
Lady Fingers	Restores HP/MP 8%	Cooking
Lady in Red	Raises romantic feelings for Celine (up to 8)	Publishing
Lavender	Restores HP 3%	Shops
Lezard Flask	Increases Alchemy options	Shops
Lien	Gives you one random item	Reverse Side
Life Insurance	When used on a fallen comrade, you receive 1,000 FOL	Reverse Side
Lilith Tonic	Increases strength of one character, but does not allow you to control him/her	Shops and Compounding
Living with Animals	Raises friendship feelings for Noel (up to 8)	Publishing
Lost Sanctuary	Raises romantic feelings for Ernest (up to 8)	Publishing
Lyre	Used for Musical Talent and Orchestra	Shops
Macaroni Au Gratin	Restores HP 10%	Cooking
Madness Mist	Confuses all enemies	Compounding

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ITEMS (CONT.)

Item Name	Attributes	Main Method of Acquisition
Magic Canvas	Used for Art	Shops
Magic Rock	Inflicts damage on the enemy by rolling over him	Shops
Magical Camera	Used for Reproduction	Shops
Magical Clay	Used for Art	Shops
Magical Drops	Stops the movements of the enemy for 3 seconds	Cave of Trials
Magical Film	Used for Reproduction	Shops
Magical Rasp	Increases success ratio in Customize; increases options in Blacksmith	Fake Gallery
Magical Rice	Rare Cooking ingredients	Cooking Master (Fun City)
Magical Salad	Restores MP 100%	Cooking
Mandrake	A poisonous plant	Shops
Maple Syrup	Restores HP 20%	Compounding
Marionette Pill	Resurrects and increases a character's attack strength	Compounding
Material Kit	Used for Machinery	Shops
Meat	Cooking ingredient	Shops
Meat Dumpling	Restores HP 22%	Cooking
Meat Fried Rice	Restores HP 60%	Master Chef
Mech Launcher	Teaches Precis the Killer Move Mujin Super Beam	Machinery
Medical Rinse	Restores HP 3% every 5 seconds during battle	Compounding
Melting Lotion	Brings instant death to the object of a weapon attack	Compounding
Mental Pot	Increases the magic strength of one character	Compounding
Merlin Drink	Restores MP 100%	Cooking
Milky Potage	Restores MP 80%	Machinery
Mind Bomb	Lowers the MP of enemies by 50	Compounding
Mint Pot	Increases the success rate of Item Creation	Cooking
Miracle Fried Rice	Restores HP 75%	Shops
Mirror of Wisdom	Increases the INT of your party	Shops and Compounding
Mixed Syrup	Restores HP/MP 30%	Art
Mortalial Card	Makes your next attack a Critical Hit	Publishing
Mr. "No"	Raises romantic feelings for Ashton (up to 8)	Master Chef
Muscat Grape Jelly	Cures Poison	Master Chef
Mushroom Soup	Restores MP 66%	Machinery
Music Box	Reduces enemy encounters	Central City, North City (Pickpocket)
Musical Software	Increases your success ratio in Musical Talent	Authoring
Musical Theory	Raises Musical Notation skill level by one (up to LV 5)	Authoring
Mystical Beings	Raises Fairyology skill level by one (up to LV 5)	Compounding
Natural High	Interferes with your control of a character	Authoring
Nature's Life Force	Raises Biology skill level by one (up to LV 5)	Publishing
Never Turn Back	Raises friendship feelings for Ashton (up to 8)	Publishing
New Civilization	Raises friendship feelings for Opera (up to 8)	Compounding
Nightmare Pot	When you have a status anomaly, it cures it and restores HP 30%; if you're healthy, it causes Petrification	
No Need for Words	Raises Metal Casting skill level by one (up to LV 5)	Authoring
Nuclear Bomb	Kills off enemies, but leaves your party members with 1 HP	Machinery
Ocean of Stars	Raises romantic feelings for Claude (up to 8)	Publishing
Odd Medicine	Restores HP/MP 100% or kills character	Customize (Bowman)
On Revenge	Raises Counterattack skill level by one (up to LV 5)	Authoring
On Training	Raises Mental Training skill level by one (up to LV 5)	Authoring
Operation Manual	Raises Mech Operation skill level by one (up to LV 5)	Authoring
Orange Au Gratin	Restores HP 21%	Cooking
Orange Sherbet	Restores HP 10%	Cooking
Orangeade	Restores MP 10%	Cooking
Organ	Used for Musical Talent and Orchestra	Shops
Pancakes	Restores HP 23%	Cooking
Paralysis Mist	Paralyzes opponents with a certain probability	Compounding
Paralysis Oil	Paralyzes one opponent for a certain period of time	Compounding
Peach Ice Cream	Restores HP 10%	Cooking
Pear Compote	Cures status anomalies	Master Chef
Peep-Peep Bomb	Causes the enemy to faint	Machinery
Peking Duck	Restores HP 70%	Master Chef
Pet Food	Used for summoning a bird through the Specialty Familiar	Shops
Piano	Used for Musical Talent and Orchestra	Shops
Pickled Plum	Restores HP 2%	Cooking
Pieces for Learners	Raises Music Instrument skill level by one (up to LV 5)	Authoring
Pixie Cologne	Increases magic power but makes the character unable to fight	Compounding
Plain Omelet	Restores HP 66%	Master Chef
Planet of the Winds	Raises friendship feelings for Claude (up to 8)	Publishing
Plasma Zap-Stick	Teaches Opera the Killer Move Barrier	Machinery
Pocket Encyclopedia	Raises Tool Knowledge skill level by one (up to LV 5)	Authoring

PRIMA'S OFFICIAL STRATEGY GUIDE

Item Name	Attributes	Main Method of Acquisition
Portrait A	Portrait of Claude	Art
Portrait B	Portrait of Rena	Art
Portrait C	Portrait of Celine	Art
Portrait D	Portrait of Bowman	Art
Portrait E	Portrait of Dias	Art
Portrait F	Portrait of Precis	Art
Portrait G	Portrait of Ashton	Art
Portrait H	Portrait of Leon	Art
Portrait I	Portrait of Opera	Art
Portrait J	Portrait of Ernest	Art
Portrait K	Portrait of Noel	Art
Portrait L	Portrait of Chisato	Art
Pose Collection	Raises Sketching skill level by one (up to LV 5)	Authoring
Potstickers	Restores HP 19%	Cooking
Prime Sirloin	Restores HP 80%	Cooking
Prime Tuna	Rare Cooking ingredient	Cooking Master (Fun City)
Prime Tuna Steak	Restores HP 80%	Cooking
Prince's Zoni Stew	Restores HP/MP 60%	Cooking
Principles of Nature	Raises romantic feelings for Noel (up to 8)	Publishing
Protection Bomb	Inflicts damage in proportion to the defensive strength of the enemy	Machinery
Purity Leaf	Rare Cooking ingredients	Cooking Master (Fun City)
Quick Pickles	Restores HP 5%	Cooking
Raspberry Jam	Restores HP 11%	Shops
aw Milk	Restores MP 1%	Failed Item Creation
Red Lotus Jewel	Exotic-looking jewel	Cave of Trials
Resurrection Bottle	Restores the life of a fallen hero and restores HP 60%	Shops and Compounding
Resurrection Mist	Restores the life of a fallen hero and restores HP 100%	Compounding
Revival Card	Automatically recovers a fallen comrade once	Art
Rice Cakes	Restores HP 19%	Cooking
Rice Croquettes	Restores HP 12%	Cooking
Rice Omelet	Restores HP 20%	Cooking
Rice-bran Pickles	Restores HP 6%	Cooking
Ririca	Increases your success ratio in Reproduction	Machinery
Risky Liquid	Resurrects with 100% HP but causes status anomalies	Compounding
Risotto Ecstasy	Restores HP/MP 80%	Cooking
Rock	Failure in Alchemy	Failed Item Creation
Root Beer	Restores MP 35%	Cooking
Rose Hips	Restores HP 2%	Shops
Rotten Sashimi	Failure in Cooking and Master Chef	Failed Item Creation
Sake Lees Pickles	Cures Paralysis and 10% HP recovery	Master Chef
Salmon Omelet	Restores HP 29%	Cooking
Sambai Tea	Restores MP 3%	Failed Item Creation
Sashimi	Restores HP 70%	Master Chef
Scrap Iron	Failure in Machinery	Failed Item Creation
Scribbles	Failure in Art	Failed Item Creation
Sea Urchin on Rice	Restores HP/MP 100%	Cooking
Seafood	Cooking ingredient	Shops
Seaweed Miso Soup	Restores MP 20%	Cooking
Second Ledger	Gives you a 5% discount when you're making purchases	Reverse Side
Seltzer	Restores HP/MP 90%	Cooking
Shark Fin Soup	Restores MP 40%	Cooking
Shark Potstickers	Restores HP 70%	Master Chef
Shock Oil	Reduces the enemy's MP to 0	Compounding
Shortcake	Restores HP 16%	Cooking
Shrimp au Gratin	Restores HP 26%	Cooking
Shrimp Doria	Restores HP 21%	Cooking
Shrimp Pilaf	Restores HP 30%	Cooking
Shrimp Shu-mai	Restores MP 60%	Cooking
Shu-mai	Restores HP 10%	Cooking
Silence Card	Silences a single enemy	Art
Silver Trumpet	Used for Musical Talent and Orchestra	Cave of Trials
Sirloin Steak	Restores HP 80%	Master Chef
Skanda	Makes it possible to escape from battle	Art
Skanda Compress	Speeds up one character	Compounding
Skanda Ointment	Speeds up all characters	Compounding
Slime Jelly	Restores MP 60%	Cooking
Slippery Slime	Rare Cooking ingredients	Cooking Master (Fun City)
Smelling Salts	Completely recovers a fallen comrade	Compounding
Smelly Rice Cakes	Restores HP 1%	Failed Item Creation
Smith's Hammer	Used for Blacksmith	Shops

ITEMS (CONT.)

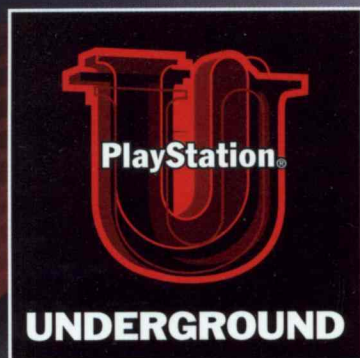
Item Name	Attributes	Main Method of Acquisition
Smoke Mist	Slows down all enemies	Compounding
Smoke Oil	Slows down one enemy	Compounding
Soda-pop	Restores MP 30%	Cooking
Soldering Iron	Increases your success ratio in Metalwork	Machinery
Sole & Fruit Sauce	Restores HP 22%	Cooking
Sole & Wine Sauce	Restores HP 60%	Master Chef
Soul Trap	Land mine that kills an enemy when he walks over it	Machinery
Sour Syrup	Restores MP 30%	Compounding
Soy Milk	Restores MP 10%	Cooking
Special Heraldry	Raises romantic feelings for Leon (up to 8)	Publishing
Special Stir-fry	Restores MP 70%	Cooking
Special Tuna	Restores HP/MP 70%	Cooking
Spectacles	Used for Identify	Shops
Spicy Cake	Restores HP 1%	Failed Item Creation
Spring	Recovers your party's HP and MP completely	Art
Spring Rolls	Restores HP 20%	Cooking
Spring Water	Cures all status anomalies	Compounding
Squash Croquettes	Restores HP 22%	Cooking
Squash Spring Rolls	Restores HP 28%	Cooking
Steak	Restores HP 50%	Cooking
Steamed Aspic	Restores HP 50%	Master Chef
Stink Gel	Poisons the enemies you strike with a weapon	Compounding
Stock Certificates	You earn money for a while when you hold them	Reverse Side
Strawberry Jam	Restores HP 10%	Shops
Strawberry Mochi	Restores HP 55%	Master Chef
Strawberry Mousse	Restores HP 14%	Cooking
Succubus Cologne	Increases enemy encounters	Compounding
Super Ball	Bounces around inflicting damage on the enemy	Art
Survival Kit	Increases your success ratio in Survival	Art
Sweet Dumpling	Restores HP 12%	Cooking
Sweet Fruit	Rare Cooking ingredients	Cooking Master (Fun City)
Sweet Rice Cakes	Restores HP 80%	Master Chef
Sweet Syrup	Restores HP 30%	Shops and Compounding
Tea Cloth Sushi	Restores MP 70%	Cooking
Tetra-bomb	Attacks the enemy with four laser beams	Machinery
Text Software	Increases your success ratio in Authoring and Publishing	Machinery
The Bloody Road	Raises friendship feelings for Dias (up to 8)	Publishing
The Hermes Theory	Raises Scientific Ability skill level by one (up to LV 5)	Authoring
The Land's Secret	Raises Mineralogy skill level by one (up to LV 5)	Authoring
The Last Supper	Recovers party's HP and MP but kills the user	Art
The Scream	Casts Daemon's Gate Spell	Art
The World is Mine	Raises friendship feelings for Celine (up to 8)	Publishing
To Live	Raises romantic feelings for Dias (up to 8)	Publishing
Today's Dish	Raises Recipe skill level by one (up to LV 5)	Authoring
Tora Tuna	Restores HP 20%	Cooking
Treasure Chest	Randomly give you three items	Art
Tri-balls	Inflicts damage by breaking into three parts and hitting the enemy	Art
Tuna Skewers	Restores MP 70%	Cooking
Twins' Tonic	Makes the friendship values with the hero an 8	Produced from the Treasure Chest item
Usunigoi Tea	Restores MP 45%	Cooking
Vanilla Ice Cream	Restores HP 10%	Cooking
Vegetable Juice	Restores MP 26%	Cooking
Vegetables	Cooking ingredient	Shops
Vellum Paper	Used for Reverse Side	Shops
Victorial Card	Increases your party's GUTS	Art
Violence Pill	Restores HP/MP 100% or kills character	Shops and Compounding
Violin	Used for Musical Talent and Orchestra	Shops
Wax Doll Murders	Raises romantic feelings for Bowman (up to 8)	Publishing
Weird Lump	Failure in Art	Failed Item Creation
White System	Teaches Opera the Killer Move Healing Star	Machinery
Wilted Salad	Restores HP 2%	Failed Item Creation
Wolfsbane	A poisonous plant	Shops
Wonder Drug	Cures all status anomalies	Compounding
Yaegaki Tea	Restores MP 50%	Cooking
Yarma Cooking Set	Rare Cooking ingredients	Cooking Master (Fun City)
Yogurt	Restores HP 5%	Cooking
Yogurt Salad	Cures Poison and 10% HP recovery	Master Chef
Yukiyucho Tea	Restores MP 55%	Cooking

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Comprehensive analysis of the Skill System



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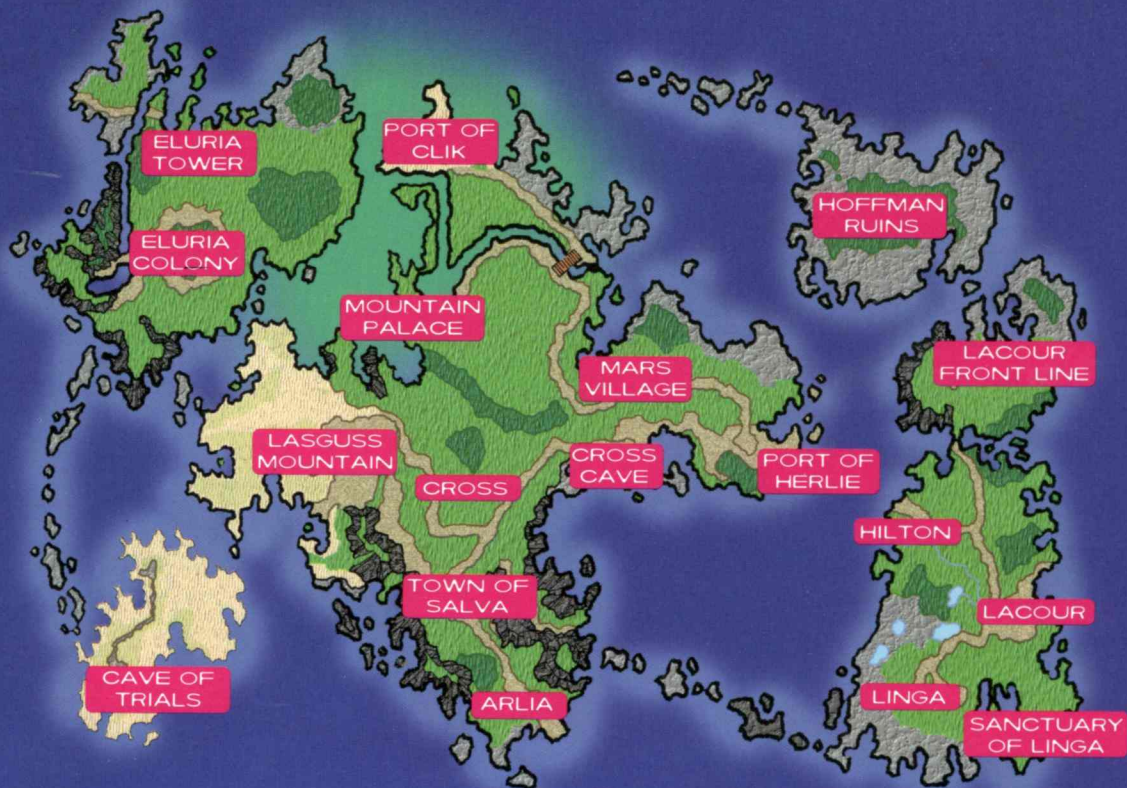
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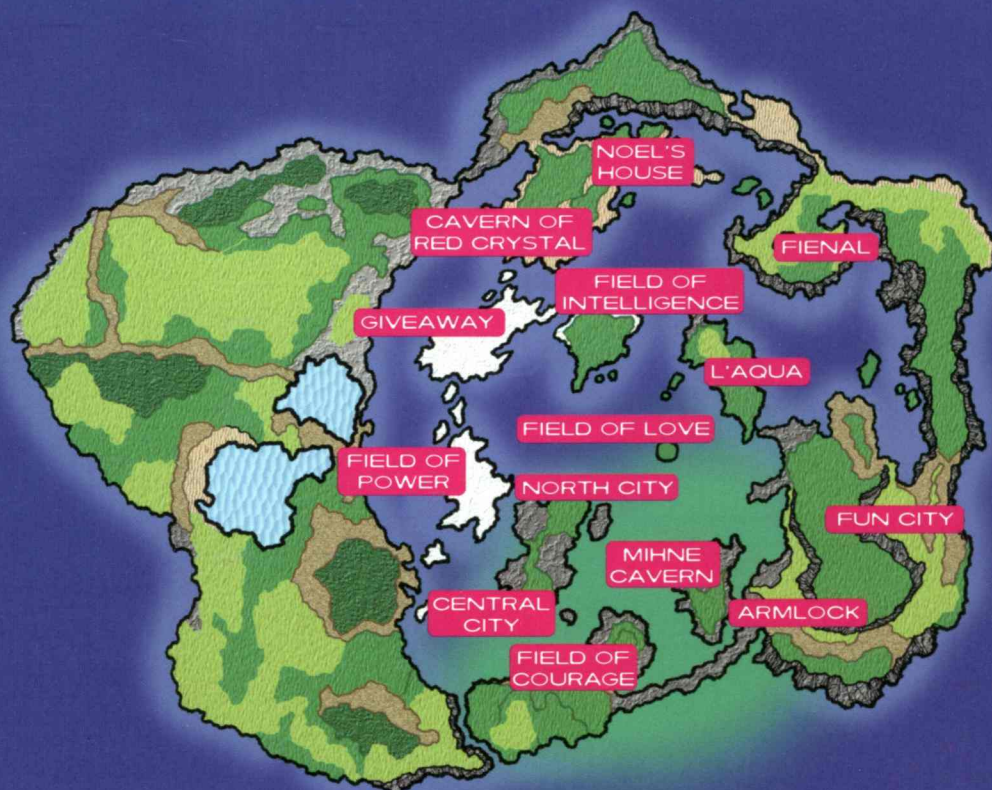
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